LP-3000 SERIES

USER´S MANUAL

DIBAL

REF: 49-MLP30EN02-102 Rev.:02

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1. INTRODUCTION

The labeller LP-3000 is an electronic equipment with a double functionality, YESnce it is at the same time an industrial labeller with communication to computer and (depending to the options) a weight indicator.

1.1. Main Characteristics

The labeller LP-3000 has three versions:

Labeller without console
Labeller with control console.
Labeller with console and weighing

There are two options regarding to the thermal head width: 3" y 4", so the maximum labels YESze is 102x300mm.

There are two possible ways of printing: thermal and transfer.

The models range is the following:
Labellers without consol

MODELO	PRINTER	TRANSFER
LP-3300 E	3"	NO
LP-3300 ET	3"	YES
LP-3000 E	4"	NO
LP-3000 ET	4"	YES

Labellers with Console

MODEL	PRINTER	TRANSFER
LP-3300 I	3"	NO
LP-3300 IT	3"	YES
LP-3000 I	4"	NO
LP-3000 IT	4"	YES

Labellers with console and indicator (6000 divisions OIML, up to 120000 no OIML, mono-step or multi-step)

MODELO	PRINTER	TRANSFER
LP-3300 IV	3"	NO
LP-3300 IVT	3"	YES
LP-3000 IV	4"	NO
LP-3000 IVT	4"	YES

1.2. Functional Characteristics

The LP-3000 labellers have the following characteristics:

- Construction: steel structure, with high resistance plastic ABS frontal cover. Stainless steel console.

- Labeller dimensions (width x height x depth): 297x307x410 mm, console: 272x293x42 mm.

- Backlight LCD graphic dot matrix display.

- Programming by menus system.

- 8000 articles in memory.

- 30 x 2 pre-sets.

- Complete information associated to each article:

- Description (2 lines x 24 characters).
- Label format.
- Type of article: weight, fix price, fix weight,...
- Price, tare, department, use by date,...
- Configurable bar code:
EAN-8, EAN-13, EAN-128, ITF-14, UPC.
- 10 lines x 24 characters for free texts.
- 1 line x 1.000 characters for ingredients (with searching function in data base of
ingredients, editable by the user).

- Flash program memory,(updates from PC).

- RS-232/422 computer connection.

Optional: Ethernet 10BaseT or wireless communications (IEEE 802.11b or Bluetooth)

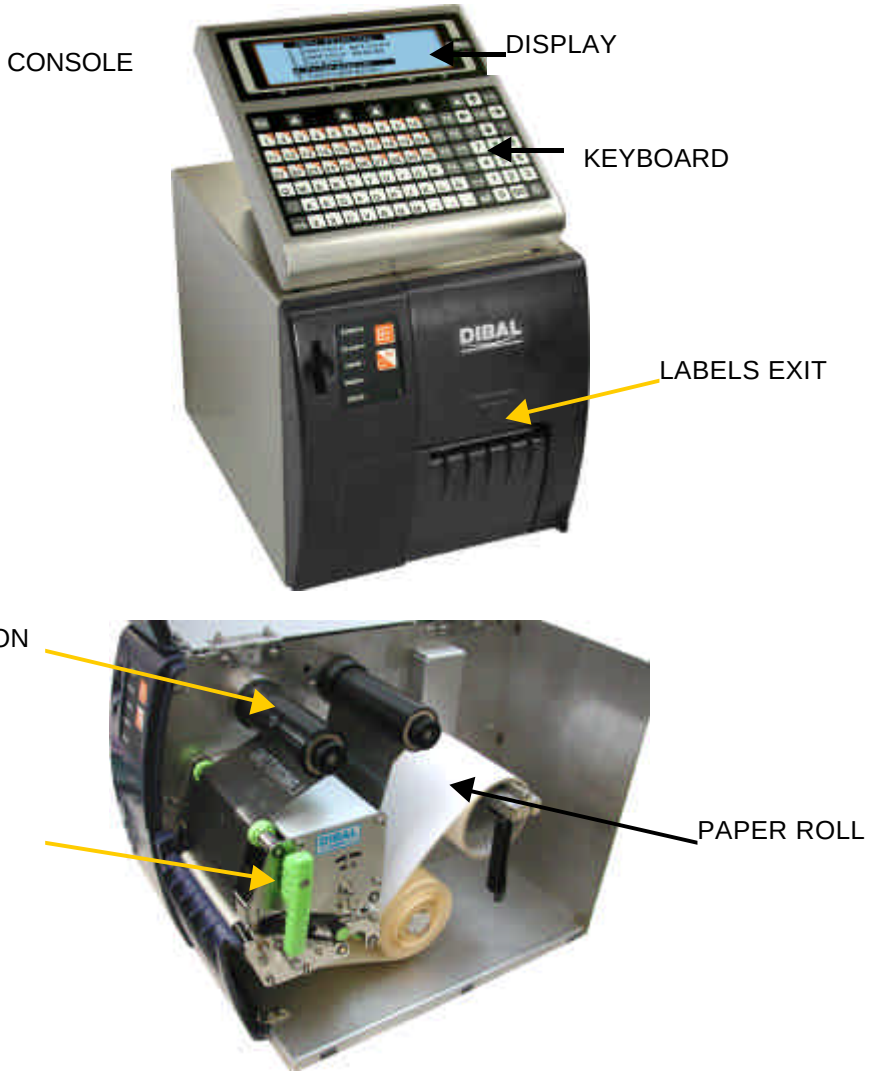
- Connection to platform, scanner, Dibal labeller and Dibal automatic weigh-price-labellers.

- Labelling functions

- Design of labels in Dibal RMS windows program,
with visual interface.
- 3" or 4" printer, for labels up to 76 x 300 or 102 x 300 mm, respectively.
- 50 label formats.
- 35 fields per label format.
- 15 headlines x 24 characters.
- Logos (download from computer)
- 3 dates: packing, use by and extra date.
- Operator code and manufacturer code.
- 3 levels of totals (e. g.: box / pallet / truck).
- Cancellation of labels, deleting them from all total levels.
- Label batches printing.

- Printing of label number, with programmable counter by the user (initial number and increasing or decreasing value).
- Orders labelling (up to 100), up to 100 articles per order. 2 working modes: labelling of an article for different orders or labelling of different articles for one order.
- Checkweigher: prints label only if the weight is between two preconfigurated values.
- Generic traceability (any product: meat, fish,...).
- "Compact Flash"data memory card.

1.2.1. Description



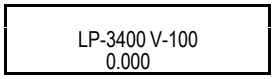
2. INSTALLATION

For the correct installation and operation of the LP-3000, keep the following points in mind:

1. Ensure the power line connected to the LP-3000 does not have fluctuations of 20% beyond the rated voltage
2. Make sure equipment like cold stores, slicers, etc. is not connected to the same power line.
3. The platform should be placed on a firm, even surface. (If there is a weighing platform)
4. There should be no object in contact with the platform.
5. The socket must be fitted with an **earth connection**.

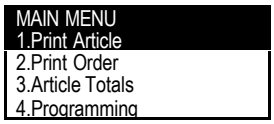
3. PROGRAMMING MENU.

The labeller LP-3000 offer a menu-based programming system, i.e. there is a hierarchical coded structure of programming menus that provides fast and YESmple access to the different programmes and functions by using their corresponding codes.



MENU

Access to the main programming menu is gained by pressing the key **MENU**.



↓ **↑**

After gaining access to the programming mode, the selected option will be shown in black. Change from one option to another by using **↓** to go down the menu and **↑** to go up.

OK

To select an option it is necessary to press the key **OK**.

An option can also be selected by entering its code using the number keys.

→ **←**

When the submenus can not be shown in one screen, it is possible to see the next screens by pressing the key **→**, to return to the initial screen it is necessary to press the key **←**

ESC

To exit programming, press **ESC**.

1- Print Article.

2- Print Order.

3- Article Totals.

4- Programming.

4.1- Articles.
4.2- Orders.
4.3- Label Formats.
4.4- Heading Lines.
4.4.1-Header 1
4.4.2-Header 2
.....
.....
4.4.14-Header 14
4.4.15-Header 15
4.5- Traceability.
4.5.1-Products
4.5.2-Table of texts
4.5.3-Control of types
4.6- Prog Macros.
4.7- Prog. Clients.
5.- Configuration.

5.1- Date and Time.
5.1.1-Date
5.1.1.1-Day
5.1.1.2-Month
5.1.1.3-Year
5.1.2-Time
5.1.2.1-Hour
5.1.2.2-Minutes
5.1.2.3-Seconds
5.2-Global Formats.
5.2.1-Label Formats
5.2.2-Totals Label Formats
5.2.3-Format Level 1
5.2.4-Format Level 2
5.2.5-Format Level 3
5.2.6-Totals Clients Formats
5.3- Date formats.
5.3.1-Format Packing Date
5.3.2-Format Best Before
5.3.3-Format Extra Date
5.3.4-Extra Date
5.4- Printer.
5.4.1-Center texts
5.4.2-Label Mode
5.4.3-Delay
5.4.4-Contrast
5.4.5-Paper Opto Detector
5.5.6-Exit Distance
5.4.7-Heading
5.4.8-Type of Paper
5.4.9-Label Centering
5.4.10-DistanceOpto-Head
5.4.11-Paper Roller
5.4.12-Ribbon Roller
5.4.13-Type of Thermal Head
5.4.14-Exit Control
5.4.15-Clients Mode
5.4.16-Control of Labels
5.5- Counter.
5.5.1-Initial Value
5.5.2-Increasing
5.5.3-Decreasing
5.5.4-Incr. with Totals
5.6- Euro
5.6.1-Phase
5.6.2-Change
5.7- Codes
5.7.1-Worker
5.7.2-Manufacturer
5.7.3-Batch Number
5.8- EAN Code
5.8.1-EAN Format of Label
5.8.2-EAN Format of Totals
5.8.3-Format EAN Level 1
5.8.4-Format EAN Level 2
5.8.5-Format EAN Level 3
5.8.6-EAN Header
6.8.7-EAN-13 A
6.8.8-EAN-13 B
6.8.9-EAN-13 C
6.8.10-EAN 128 Global A
6.8.11-EAN 128 Global B
6.8.12-EAN 128 Global C
6.8.13-ITF-14 A
6.8.14-ITF-14 B
6.8.15-ITF-14 C
5.9- Automatic Totals.
5.9.1-Mode
5.9.2-Level 1
5.9.3-Level 2
5.9.4-Level 3
5.10- Weight Discriminator.
5.10.1-Mode
5.10.2-Minimun Weight
5.10.3-Maximun Weight
5.11- Symbols.
5.11.1-Weight
5.11.2-Price
5.11.3-Amount
5.12- Orders Mode.
5.12.1-Next Order
5.12.2-Next Line
5.13- PC Comunications
5.13.1-Type of Comunication
5.13.2-RMS Address
5.13.3-Baud Rate
5.13.4-Data Bits
5.13.5-Labeller IP Address
5.13.6-PC IP Address
5.13.7-Ethernet Address
5.13.8-Port TX TCP
5.13.9-Port RX TCP
5.14- Peripherals Comminications.
5.14.1-Peripherals Com.
5.14.2-Decimals on the Display
5.14.3-Printing of Level 1 Totals
5.15- Labels Repetition.
5.15.1-Article Label
5.15.2-Total Label
6.- PC Data.

6.1- Files Request
6.2- End of Day with Deletion
6.3- End of Day without Deletion
6.4- Request for Day Beginning
7.- Test.

7.1- Labels Counter
7.1.1-Total Counter
7.1.2-Partial Counter
7.1.3-Total Metre Counter
7.1.4-Partial Counter Metre
7.1.5-Available Labels
7.2-Versions
7.2.1-CPU
7.2.2-Weigth
7.2.3-Display
7.3-Test Label
7.4-Switch off
7.5-Articles test
7.6-Weigth Adjust
7.7-Start Total
7.8-Machine Test
7.8.1-Keyboard Test
7.8.2-EEPRO Test
7.8.3-RAM Test
7.8.4-COMPACT-FLASh Test
7.8.5-ETHERNET Test
7.8.6-RS-422 Test
7.8.7-RS-232 Test
7.8.8-Imputs/Outputs Test
7.8.9-Cash Drawer Test
7.8.10-ADC Test
7.8.11-Motors Test
8.- Clients Total.

9.- Selection of Clients.

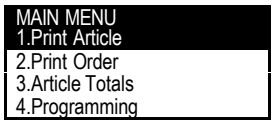
4. OPERATIVE

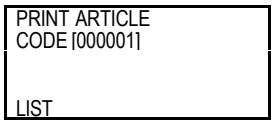
4.1. Print Article(1)

MENU

1

OK



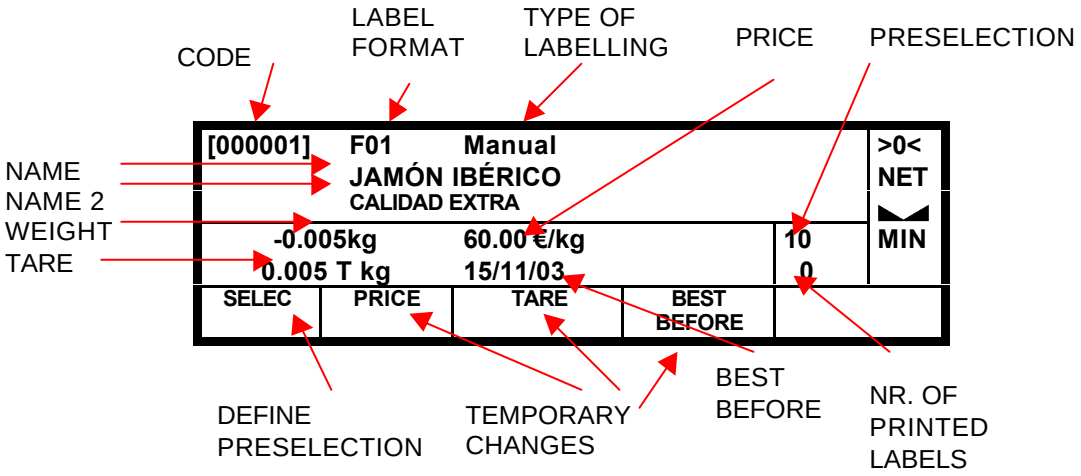


From the initial display, press the key **MENU**, the labeller will show on the display the Main Menu, select 1, Print Article, enter the code (6 digits) of the article to be labelled, press the key **OK**, the labeller will search this article in the memory, if the article is not programmed, the labeller will show an error message (ARTICLE NOT DEFINED).

If the article is programmed in memory, their data will be shown on the display and the labeller is ready for starting the labelling.

The data shown are the following:

- Code.
- Label Format.
- Number of labels printed.
- Name (1 y 2)
- Unit Price.
- Best Before.
- Weight.
- Tare.

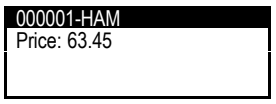


D LIST

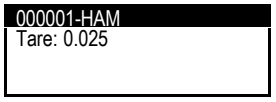
It is also possible to select the article pressing the multifunction key **D** in the position **LIST**, the labeller will show the list of articles and using the arrows ↓ ↑ and the key **OK** is possible to select the article to be labelled.

4.1.1. Temporary change of data.

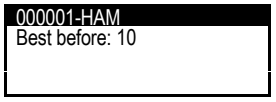
D PRICE



D TARE



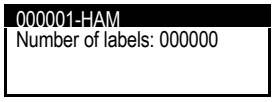
D BEST BEFORE



The unit price, tare and use-by date of the article to be labelled can be altered temporarily. The new data will be applied to the products being weighed at that time but not stored in the memory.
To modify these data, select using the corresponding multifunction key D the data (price, tare or use by date) to be modified and enter the new value.
It is also possible to make a temporary change in the tare, by selecting a weight placed on the platform as the tare. To do this, place the weight to be tared on the platform and press T

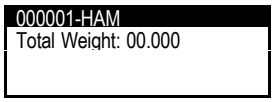
This data is not stored permanently, it is valid only for the duration of the operation in hand (until a new article is to be labelled) and the next time the article is to be labelled the original data will be used.

D SELEC D LABELS

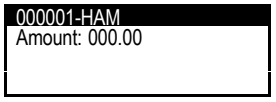


4.1.2. Preselection.

D SELEC D WEIGHT



D SELEC D AMOUNT



It determines the way of making the automatic stop of the machine. Pressing the multifunction key D in the position SELEC, the preselection mode menu is activated. The possible options are: -
1.-Select number of trays. '(N= 6)' labelling will stop when chosen number of trays has been labelled.

2.- Select total weight. '(W= 1.234)' labelling will stop when the total weight of all trays exceeds amount specified.

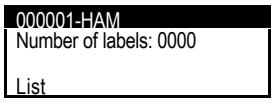
3.- Select total amount. '(A= 1.234)' labelling will stop when the total amount exceeds that specified.

Enter the value of the preselection to be used and press the key OK.

When the labeller is working, once the value of the preselection has been reached, the display will show the message SELECTION COMPLETED.

4.1.3. Repeat last label

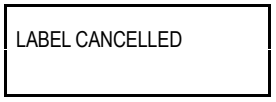
F1



From the article labelling menu, it is possible to print copies of the last label, to do it press the key F1 , enter the number of copies and press the key OK.
The copies of the labels are added to the totals.
It is possible to select the article for which the last label will be repeated by pressing the multifunction key D LIST.

4.1.4. Cancel labels.

F2



From the article labelling menu, it is possible to cancel labels, so these labels will not be added to the totals. To cancel a label press key F2 .
The labeller shows the message LABEL CANCELLED.

4.1.5. Mode Discount

F3

MODO DISCOUNT

From the article labelling menu, it is possible switch the labeller to Mode Discount by pressing the key F3 . When the labeller is working on mode discount, the labels printed will be discounted from the totals.
The labeller will show the message MODE DISCOUNT.
If the labeller is working in MODE DISCOUNT, to work again in MODE ACCUMULATE, it is necessary to press the key F3

F3

MODO ACCUMULATE

4.1.6. Mode Not Accumulate

MODE NOT ACCUMULATE

F4

From the article labelling menu, it is possible switch the labeller to Mode Not Accumulate by pressing the key F4 . When the labeller is working on mode NOT ACCUMULATE, the labels printed will not be accumulate to he totals.
The labeller will show the message MODE NOT ACCUMULATE.
If the labeller is working in MODE NOT ACCUMULATE, to work again in MODE ACCUMULATE, it is necessary to press the key F4

F4

MODO ACUMULAR

4.1.7. Tare

Labelling machine LP-3000 enables a manual tare to be effected by pressing T. Proceed as follows:

Place the weight to be tared on the weighing platform.
Press T

The selected tare will remain in force if an item is selected for labelling.

To remove the tare, press T when there is no weight on the platform.

4.2. Print Order(2)

MAIN MENU
1.Print Article
2.Print Order
3.Article Totals
4.Programming

MENU

An order is considered to refer to a selection of articles for a specific client. For each order the name of the client, date of the order and number of articles can be stored in the memory; for each line of the order the article code, number of labels required and unit price can be included.

2

PRINT ORDER
CODE [00000]

LIST

From the initial position, press the key MENU, the labeller will show the main menu, press the key 2 Print Order, enter the code (5 digits) of the order and press OK.

D LIST

[000001] ORDER 1
1- HAM [000001]
2- CHEESE [000002]

It is also possible to select an order, by pressing the multifunction D in the position LIST, then the labeller will show all the orders programmed and using the arrows ↓ ↑ and the key OK is possible to select the required order.
For each line of the order, the following information is given; the code and name of the selected order, the code and name of the article, the number of operations to be processed, the price per unit, the number of trays already labelled and those still pending labelling.

OK

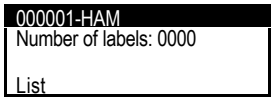
↓ ↑

OK

Once these steps have been taken the machine will start automatically and will continue to label until the preset number of labels has been completed. Once all the labels have been printed, the labeller will show a message SELECTION COMPLETED.

4.2.1. Repeat last label

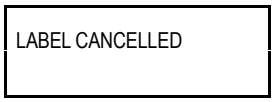
F1



From the article labelling menu, it is possible to print copies of the last label, to do it press the key **F1** , enter the number of copies and press the key **OK**.
The copies of the labels are added to the totals.
It is possible to select the article for which the last label will be repeated by pressing the multifunction key **D** LIST.

4.2.2. Cancel labels.

F2



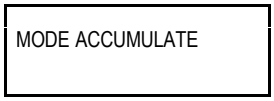
From the article labelling menu, it is possible to cancel labels, so these labels will not be added to the totals. To cancel a label press key **F2** .
The labeller shows the message LABEL CANCELLED.

4.2.3. Mode Discount

F3

From the article labelling menu, it is possible switch the labeller to Mode Discount by pressing the key **F3** . When the labeller is working on mode discount, the labels printed will be discounted from the totals.
The labeller will show the message MODE DISCOUNT.

F3

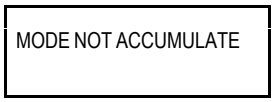


If the labeller is working in MODE DISCOUNT, to work again in MODE ACCUMULATE, it is necessary to press the key **F3**

4.2.4. Mode Not Accumulate

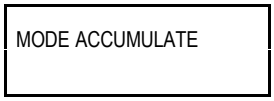
From the article labelling menu, it is possible switch the labeller to Mode Not Accumulate by pressing the key **F4** .
When the labeller is working on mode NOT ACCUMULATE, the labels printed will not be accumulate to he totals.
The labeller will show the message MODE NOT ACCUMULATE.

F4



If the labeller is working in MODE NOT ACCUMULATE, to work again in MODE ACCUMULATE, it is necessary to press the key **F4**

F4



4.2.5. Label next line

From the order labelling menu, it is possible to label the next line of the order by pressing the key **F5** .

F5

4.2.6. Label the same article in another order

From the order labelling menu, it is possible to label the same article in another order by pressing the key **F6** .

F6

4.3. Article totals (3)

The LP-3000 allows to to print a total label of an article in which it is possible to print the total weight and the total of an article.

4.3.1. Totals labels.

The procedure for obtaining article totals is the following:

From the initial display, press the key **MENU**, the labeller will show the Main Menu, select 3 Totals, enter the article code for which the total is required and press OK.

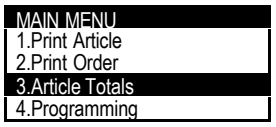
If the article is not in memory, the labeller will show a message ARTICLE NOT DEFINED.

To see the whole list of articles programmed, it is necessary to press the multifunction key D LIST, select the desired article with the arrows ↓ ↑ and press **OK**

If the article is programmed, the totals data will be shown on the display and can be printed by pressing the key OK. .

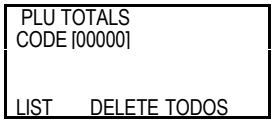
It is possible to delete the totals of all the articles by pressing the multifucntion key D DELETE ALL..

MENU



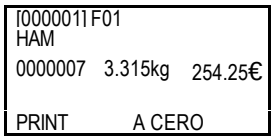
3

OK

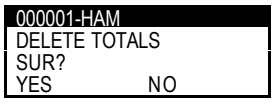


D LIST

OK



D DELETE TODOS



D TO CERO.

D YES

4.3.2. Set to zero.

To set to zero the totals of an article the procedure is the following:
From the screen where the article total is shown, press the multifunction key TO ZERO D and then select D YES.

5. PROGRAMMING (4)

This is the position of the menu used to program all the data used to perform the labelling: Articles, Orders, Label Formats , Headers and Traceability.

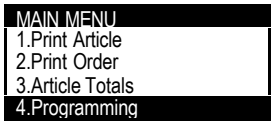
5.1. Artícles (41)

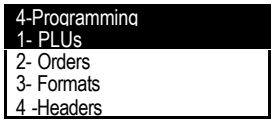
The labeller LP-3400 has the possibility of programming 8000 articles.

MENU

4

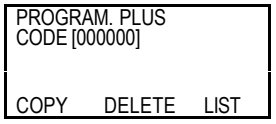
1





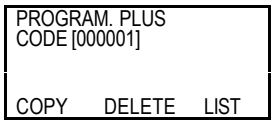
From the initial screen press the key **MENU** select 4 Programming, press OK , select 1 Articles and press OK again.

The display will show the articles programming menu.

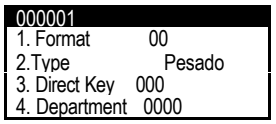


First of all, it must be entered the code (6 digits) of the article and press the key OK..
Then the article programming starts, the data to be programmed are the following:

000001

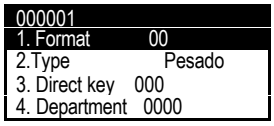


OK.



1. - LabelFormat number.
2. PLU type.
3. Direct key
4. - Department code.
5. - Price.
6. - Tare.
7. - Use-by date.
8. – Name 1(24 characters)
9. -Name 2 (24 characters)
10. – EAN Format
11. – EAN Code
12. Text line 1
13. Text line 2
14. Text line 3
15. Text line 4
16. Text line 5
17. Text line 6
18. Text line 7
19. Text line 8
20. Text line 9
21. Text line 10
22. Text line 11
23. Traceability
24. Product class
25. Product number.
26. Best before date.

5.1.1. Format

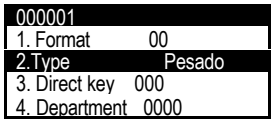


For each article, a choice of label format is available. Select a number from 1 to 50.
These consist of standard, pre-programmed formats (1 to 20) which do not permit modification by the user and programmable options (21-50) whose functions will be explained in detail.

OK

To pass to the next field press **OK** o ↓.

5.1.2. Type



This field specifies how the article is processed by the machine, if it requires weighing, if the weight is to be measured directly by the scales incorporated into the machine or if tare is applied and so on.

Each article should correspond to one of the following types:

- 0 : Price per unit. Default setting. The price per kg. is entered and the price is calculated based on the weight of the goods. The product is weighed by the machine.
- 1 : Set price. Price is preset. Neither weight nor unit price is printed and the article is not weighed.
- 2 : Set weight. The price is calculated according to the weight, but the weight does not vary and is preset at the time of programming. The article is not weighed by the machine though the weight is printed along with the price.
- 3 : Weight only. Article is weighed by the machine and only the weight is included on the label.
- 4 : Percentage tare. The article is weighed but from the gross weight a percentage will be subtracted as tare. The percentage can be preset in the section which deals with tare options.

Tochange the type press the keys → ←.
To pass to the next field press **OK** o ↓.

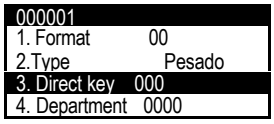
→
←

5.1.3. Direct key

OK

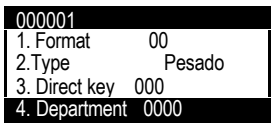
This parameter indicates the direct key to be used for this article. The labeller has 60 (30+30) direct keys.
Enter with the numeric keyboard the PLU key number.

To pass to the next field press **OK** o ↓.



OK

5.1.4. Department

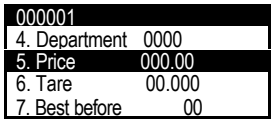


Up to 4 digits can be used to create department codes, which can be included on the label as a numeric field or within the bar-code. The creation of department codes allows totals to be listed and grouped per department.

OK

To pass to the next field press **OK** o ↓.

5.1.5. Price

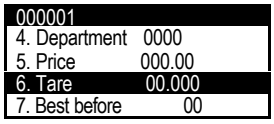


Input and modification of price, using up to 5 digits. If the article is Price per unit, set weight or tare type, the price given is per kilo. If it is Set price type then price given is total cost. Weight only type articles do not show price on label.

OK

To pass to the next field press **OK** o ↓.

5.1.6. Tare

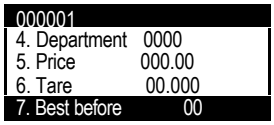


This field allows the user to programme the tare, in grammes, to apply to the article. Accepts up to 5 digits. If the article is Set weight type the weight will be programmed in place of the tare. If it is of Tare percentage type then two digits should be entered to represent the percentage to be subtracted from the weight.

OK

To pass to the next field press **OK** o ↓.

5.1.7. Best before

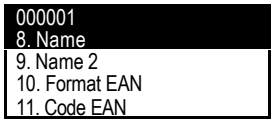


Field available to programme according to need; enter number of days following date of packaging and this will be updated automatically, or insert fixed date. Up to 6 digits can be used for fixed date, as ddmmyy, or 4 digits as number of days. If set to zero the Use-by date will not be printed on the label.

OK

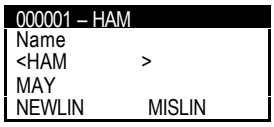
To pass to the next field press **OK** o ↓.

5.1.8. Name



This field allows to program a 24 characters text, as name of the article. The procedure for entering the text is the following: Press the key **OK**, then the labeller will enter in texts edition mode. The text will be entered using the alphamumeric keyboard.

OK



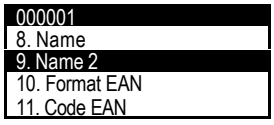
In texts editing mode, using the multifunction keys [Δ], it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between lowcase and capital letters press the key tecla [⇑] (Shift).

[OK]

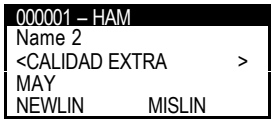
To pass to the next field press [OK] o [🡻].

5.1.9. Name 2

This field allows to program a 24 characters text, as name 2 of the article. The procedure for entering the text is the following: Press the key [OK], then the labeller will enter in texts edition mode. The text will be entered using the alphamumeric keyboard.



[OK]

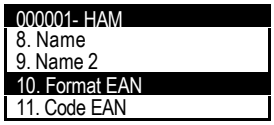


In texts editing mode, using the multifunction keys [Δ], it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between lowcase and capital letters press the key tecla [⇑] (Shift).

[OK]

To pass to the next field press [OK] o [🡻].

5.1.10. EAN Format



It is possible to enter a 2 digits number between 0 and 82, it allows to select the bar code format of the labels. The possible values are:

Code	Content	Code	Content
0	No EAN	30	EAN 13 from text 3 of PLU
1	AABBBBBCCCCC	31	EAN 13 from text EAN of PLU
2	AABBBBBDDDDD	32	EAN 13 A Programmable
3	AABBBBBEEEEE	33	EAN 13 B Programmable
4	AABBBBBFFFFF	34	EAN 13 C Programmable
5	AABBBBBGGGGG	40	UPC from text 3 of PLU
6	AAGGGGGBBBBB	41	UPC from text EAN of PLU
7	ABBBBBBCCCCC	50	EAN 8 from text 3 of PLU
8	ABBBBBBDDDDD	51	EAN 8 from text EAN of PLU
9	ABBBBBBEEEEE	52	ABBBBBB
10	ABBBBBBFFFFF	53	AABBBBB
11	AHHBBBBCCCCC	60	ITF 14 from text 3 of PLU
12	AHHBBBBDDDDD	61	ITF 14 from text EAN of PLU
13	AHHBBBBEEEEE	62	ITF14 A Programmable
14	AHHBBBBFFFFF	63	ITF 14 B Programmable
15	AHHIIIICCCCC	64	ITF 14 C Programmable
16	AHHIIIIDDDDD	70	EAN 128 from text EAN of PLU
17	AHHIIIIEEEEE	72	EAN 128 (Text 2 of PLU)
18	AHHIIIIFFFFF	73	EAN 128 (Texts 2+3 PLU)
19	AAHBBBBCCCCC	74	EAN 128 (Texts 2+3+4 PLU)
20	AABBBBQCCCCC	75	EAN 128 (Texts 2+3+4+5 PLU)
21	AABBBBQDDDDD	76	EAN 128 (Texts 2+3+4+5+6 PLU)
22	AABBBBQEEEEE	77	EAN 128 (Texts 2+3+4+5+6+7 PLU)
23	AABBBBQFFFFF	78	EAN 128 (Texts 2+3+4+5+6+7+8 PLU)
24	AAJJJJJBBBBBB	80	EAN 128 A Programmable
25	AAJJJJJCCCCC	81	EAN 128 B Programmable
		82	EAN 128 C Programmable

OK

Enter the value using the numeric keyboard.

To pass to the next field press **OK** or ↓.

5.1.11. EAN Code

000001- HAM
8. Name
9. Name 2
10. Format EAN
11. Code EAN

OK

Use the numeric keyboard to program the EAN code of the article. In this parameter it is programmed the value of the EAN selected in the previous parameter

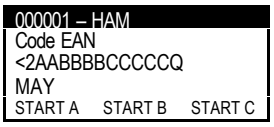
The substitution keys are the following:

A	EAN Header	**M**	Counter
B	Article Code	**N**	Order Number
C	Amount	**Q**	Check Price
D	Weight	**R**	Tare
E	Price	**S**	Gross Weight
F		**T**	Weight / 10
G	Quantity	**U**	Packing Date
H	Department	**V**	Best Before date
I	Number of sales	**W**	Extra Date
J	Manufacturer code	**X**	Price in secondary currency
K		**Y**	Price in secondary currency
L	Worker code	**Z**	Control digit for all that requires a control digit, without limit on the length of data involved in the calculation. Valid for 00, 01, 02, 410, 411, 412, 413, 414,

If it has been selected EAN 128 in the field EAN Format, the multifunction keys allow to program the EAN 128 data, which structure is the following:
The structure of an EAN 128 is as follows:

START + FNC1+ IA→DATA (CHANGE+ IA→DATA)+...+FNC1

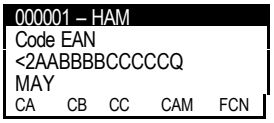
where:
START (start A, start B or start C) is the special character indicates that the characters that follow form part of an EAN 128 code. Likewise:



A indicates that standard capital letters follow.
B indicates that capitals, small letters and special characters follow.
C indicates that digits follow (this is the most common for numeric data).
The start characters are programmed with the multifunction keys D

D

To program FNC1 and the changes A, B and C, it is necessary to press the key → and select them using the multifunction keys D



→

D

FNC1 is the special character that shows the beginning and end of each data field.
IA is a number that represents the application ID (barcode field), i.e. it specifies the data to be represented by the EAN 128. The **IA**s that can be used are shown in the next page.

DATA represents the data that will be printed followed by the corresponding **IA**. Letters may be entered in the numerical field positions, and these will be substituted when printed by the corresponding value stated in the table given in sect. *6.4.1.10 EAN Format*. The following table shows the fields that have been added to the already existing ones:

The length of the data depends on the **IA**. Some fields are of a fixed length and others are variable. All positions must be completed in fixed-length fields.
If not all the positions are completed in variable-length fields, the **FNC1** character must be entered at the end in order to indicate end of field.

CHANGE (Change A, Change B and Change C) is a special character that permits the code type to be changed within an EAN 128. Therefore, when a change character is encountered, the EAN 128 will be printed with the new code specified until another change character is encountered.

The Change character only makes a change between sets of A and B characters and only affects the following character found after the Change character.

IA	CONTENTS	FORMAT
00	Series Code from Dispatch Depart.	n2+nl8
01	EAN item number / Issue Dept. Code	n2+nl4
02	EAN item number of products contained another dept.	n2+nl4
10	Batch or consignment number	n2+an..20
11 (a)	Date of manufacture (YYMMDD)	n2+n6
13 (a)	Date packed (YYMMDD)	n2+n6
15 (a)	Minum expiry date (YYMMDD)	n2+n6
17 (a)	Maximum expiry date (YYMMDD)	n2+n6
20	Product variety	n2+n2
21	Number of series	n2+an..20
22	HIBCC – quantity, date, batch and connection	n2+an..29
23 (b)	Consignment number (temporary job)	n3+n..l9
30	Variable quantity	n2+n..8
310 (c)	Net weight in kilograms	n4+n6
311 (c)	Length or first measurement in metres (commercial)	n4+n6
312 (c)	Width, diameter or second measurement in metres (commercial)	n4+n6
313 (c)	Depth, Thickness, Height or third measurement in metres (commercial)	n4+n6
314 (c)	Area in square metres (Commercial)	n4+n6
315 (c)	Net volume in litres	n4+n6
316 (c)	Net volume in cubic metres	n4+n6
320 (c)	Net weight in pounds	n4+n6
330 (c)	Net weight in kilograms	n4+n6
331 (c)	Length or first measurement in metres (logistics)	n4+n6
332 (c)	Width, diameter or second measurement in metres (logistics)	n4+n6
333 (c)	Depth, Thickness, Height or third measurement in metres (logistics)	n4+n6
334 (c)	Area in square metres (logistics)	n4+n6
335 (c)	Gross volume in litres	n4+n6
336 (c)	Gross volume in cubic metres	n4+n6
340 (c)	Gross weight in pounds	n4+n6
37	Quantity	n2+n..8
400	Customer order number	n3+an..30
410	Dispatch to (delivery to) operational point using EAN-13 or DUNS number (Dun & Bradstroet) with initial zeros	n3+n13
411	Invoice to (charge to account) operational point using EAN-13 or DUNS number (Dun Bradstreet) with initial zeros	n3+n13
412	Purchased from (operational point where purchase was made) using EAN-13 or DUNS number	n3+n13
420	Dispatch to (delivery to) postcode within the same Postal Authority	n3+an..9
421	Dispatch to (delivery to) postcode with 3-digit ISO country prefix	n3+n3+an..9
8001	Coiled products – width, length, nuclear diameter, direction and joins	n4+n14
8002	Electronic Series Number for Cellular Mobile Phones	n4+an..20
90	Internal Applications	n2+an..30
91	Internal – Raw Material, Packing, Components	n2+an..30
92	Internal – Raw Material, Packing, Components	n2+an..30
93	Internal – Product Manufacturers	n2+an..30
94	Internal – Product Manufacturers	n2+an..30
95	Internal – Carriers	n2+an..30
96	Internal – Carriers	n2+an..30
97	Internal – Wholesalers and retailers	n2+an..30
98	Internal – Wholesalers and retailers	n2+an..30
99	Internal – Mutually defined text	n2+an..30

where:

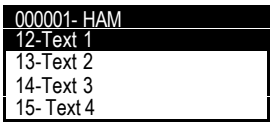
- (**a**): To indicate year and month alone, DD can be completed with "00", (**b**): one extra digit to indicate length,(**c**): one extra digit to indicate the decimal point.

- **n**x is a field with x digits
- **a**x. x is an alphanumerical field with a maximum of x characters.

It is not necessary to enter a STOP character. The LP-3400 automatically enters a STOP character when a **space** is found instead of an application identifier.

To pass to the next field press **OK** or ⬇ ..

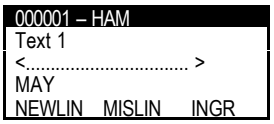
5.1.12. Text Lines (1-10)



Every article has 10 lines of 24 characters for texts, ingredients or a combination of both.

OK

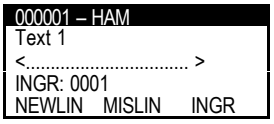
Press the key **OK**, then the labeller will enter in texts edition mode.



The text will be entered using the alphamumeric keyboard. In texts editing mode, using the multifunction keys it is possible to enter the characters NEW LINE and Not centering (SAME LINE).

To change between lowcase and capital letters press the key (Shift).

D INGR



To enter ingredients press the key D in the position INGR ,enter the 4 digits code of the ingredient and press **OK** The labeller LP-3400 has 4000 programmable ingredients. (See Annex 1). The ingredients file is programable using the RMS software.

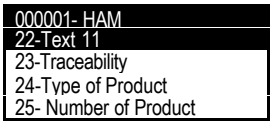
OK

Every ingredient of the table will take only 2 characters of the text line, so it is possible to enter up to 12 ingredients on every text line.

OK

To pass to the next field press **OK** o ↓

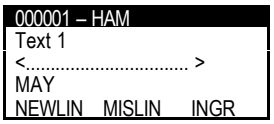
5.1.13. Text 11



Every article has a line of 1000 characters for texts, ingredients or a combination of both.

OK

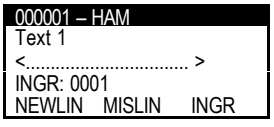
Press the key **OK**, then the labeller will enter in text edition mode.



The text will be entered using the alphamumeric keyboard. In texts editing mode, using the multifunction keys it is possible to enter the characters NEW LINE and Not centering (SAME LINE).

To change between lowcase and capital letters press the key (Shift).

D INGR



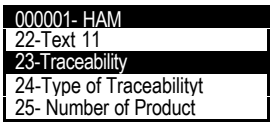
To enter ingredients press the key D in the position INGR ,enter the 4 digits code of the ingredient and press **OK**

Every ingredient of the table will take only 2 characters of the text line, so it is possible to enter up to 500 ingredients on text line 11.

OK

To pass to the next field press **OK** o ↓

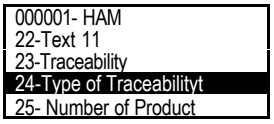
5.1.14. Traceability



OK

This parameter indicates if the product will have or not generic traceability.
To pass to the next field press OK or ↓.

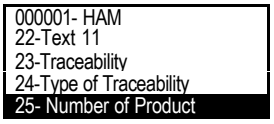
5.1.15. Type of Traceability



OK

This parameter indicated to which type of traceability, belongs the article. There are 20 Types of Traceability. (Example: Type1=Beef, Type2 = Fish, Type 3= BIO).
The possible values are:
Type=0, Article without Traceability.
Type= 1,…,20, number of the Type of Traceability
To pass to the next field press OK or ↓.

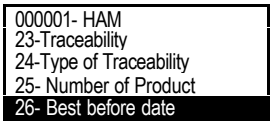
5.1.16. Number of Product with Traceability



OK

If in the previous parameter has been selected a Type of Traceability, in this parameter it is programmed the number of the Product with Traceability from which the article comes from. It can be a number from 1 to 99
To pass to the next field press OK or ↓.

5.1.17. Best before date



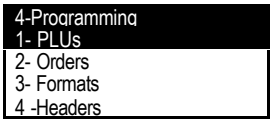
OK

ESC

This enables the best before date of the item to be programmed.
Enter up to 6 digits if it is a calendar date, in the format ddmmyy, or up to 4 digits if it represents a number of days. If it is set to 0, the best before date will not be printed on the labels. It is printed in the same format as the expiry date.
Press OK to confirm and ESC to exit and save the item data.

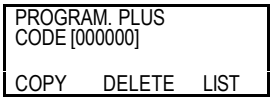
5.1.18. Copy Article.

MENU

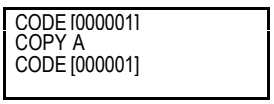


4

1



D COPY



OK

From the initial screen press the key MENU select 4 Programming, press OK , select 1 Articles and press OK again.

The labeller will show the articles programming menu.
Enter the code of the article to be copied (6 digits).
Press the multifunction key D COPY, the labeller will show the message COPY TO and it is necessary to enter the code of the second article
Press the key OK, the labeller will show the message ARTICLE COPIED.

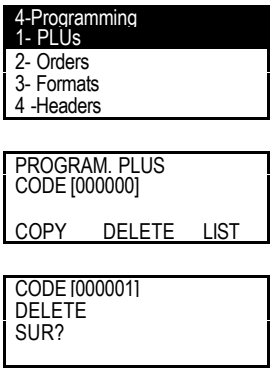
MENU

4

1

D
DELETE

OK



5.1.19. Delete Article.

From the initial screen press the key MENU select 4 Programming, press OK , select 1 Articles and press OK again.

The labeller will show the articles programming menu.
Enter the code of the article to be deleted (6 digits).
Press the multifunction key D DELETE, the labeller will show the message ARE YOU SURE?
Press the key OK, the labeller will show the message ARTICLE DELETED.

MENU

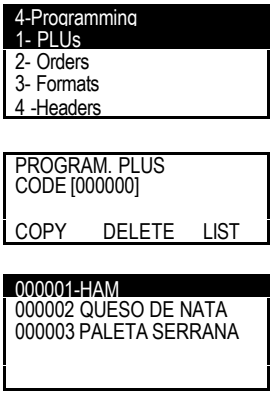
4

1

D LIST

↓ ↑

OK



5.1.20. List of Articles

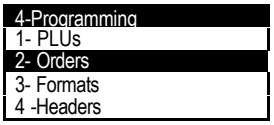
From the initial screen press the key MENU select 4 Programming, press OK , select 1 Articles and press OK again.

The labeller will show the articles programming menu.
Enter the code of the article to be deleted (6 digits).
Press the multifunction key D LIST, the labeller will show the list of articles programmed, listed by its code.
To edit an article it is necessary to select it by pressing the keys ↓ ↑ and then pressing the key OK.

5.2. Orders (42)

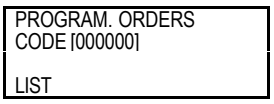
An order comprises a series of operations covering various articles which are all assigned to the same client.
The LP-3400 allows to program 100 orders.

MENU
4
2



From the main page, press MENU to access programming.
Press 4 Programming and select 2 Orders programming.
Insert the appropriate order code when prompted and press OK. If the code refers to an order which is already programmed, the relevant data will appear. If the code refers to a new order all fields will be set at zero. The following data are required:

OK



1. - Order identification.
2. - Date of order.
3. Customer´s code.
4. – Order Lines

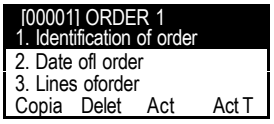
D LIST

Press the multifunction key D LIST to show in the display the list of orders programmed in the labeller, listed by its code.

↓ ↑

OK

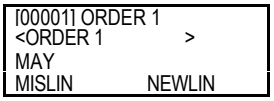
To edit an order it is necessary to select it by pressing the keys ↓ ↑ and then pressing the key OK.



5.2.1. Identification

OK

It is the name of the order (20 characters), normally it will be the customer name.
Press the key OK. to enter in text mode edition and press OK. again once the text has been entered.



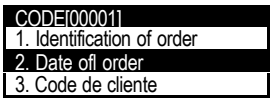
OK

↓

To pass to the next field press OK or ↓.

5.2.2. Date

Enter YESx digits for the date in format ddmmyy. The default value will be the current date.

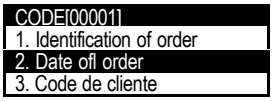


OK

To pass to the next field press OK or ↓.

5.2.3. Client Code

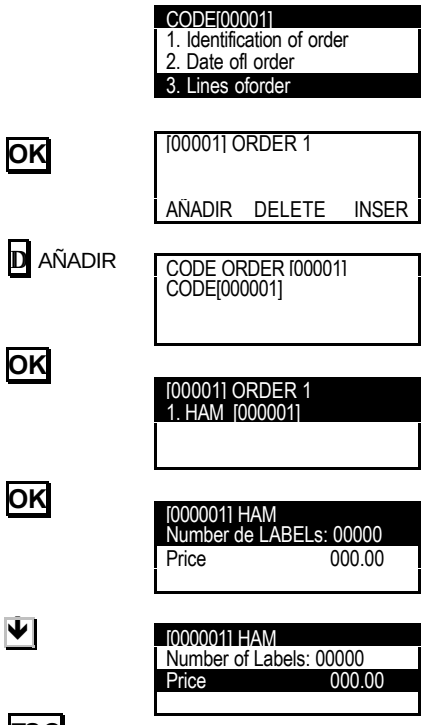
Enter a numeric field which must be the code of a Client already programmed.
It is possible to program 100 clients.



OK

To pass to the next field press OK or ↓.

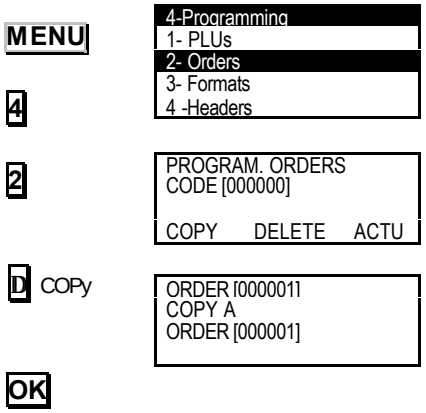
5.2.4. Order Lines



Program the number of articles that will be in the order which is being programmed.. It is possible to add new articles, delete articles and insert articles.
An order can include up to 100 lines.
Pressing the key **OK** it will appear the menu for order lines edition.
The multifunction keys **D** have assigned the functions: ADD, DELETE and INSERT, for adding, deleting or inserting a new order line.
If we select ADD, the procedure is the following:

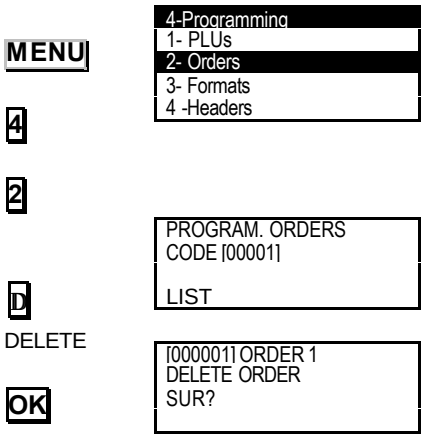
Enter the code of the article (6 digits) and press **OK**.
The article will be add to the order line and its name will be shown, pressing again **OK** is possible to edit the data of the order line. To enter the data use the numeric keys. The data to be entered will be the following:
Number of labels
Price.
To pass from one to another press the key ↓
Once the data of the line have been entered press the key ESC
Make the same for every one of the articles of the order.
Once the data of the order have been entered press the key ESC

5.2.5. Copy Orders.



From the main page, press MENU to access programming.
Press **4** Programming and select **2** Orders programming.
The display will show the Orders Programming Menu.
Enter the code of the order to be copied (5 digits).
Press the multifunction key **D** COPY, the labeller will show message COPY TO and the code of the target order must be entered.
Once the order has been copied, the labeller will show the message ORDER COPIED.

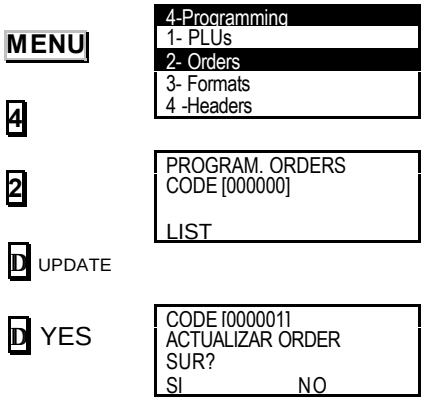
5.2.6. Delete Orders.



This function allows to delete an order.
From the main page, press MENU to access programming. Press 4 Programming and select 2 Orders programming. Insert the appropriate order code when prompted and press OK, press the multifunction key Δ DELETE, the labeller will show a message DELETE ORDER, SUR?, then press the multifunction key Δ YES to delete the order. The labeller will show a message ORDER DELETED.enter the codes of the orders origin and target, press OK. The labeller will show the message ORDER DELETED.

5.2.7. Update order

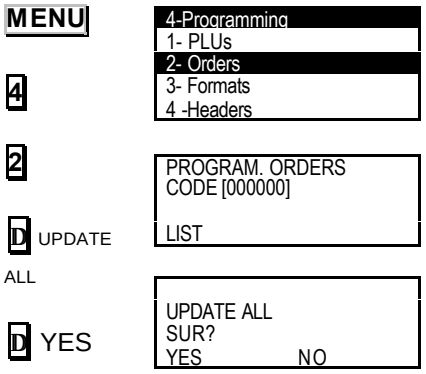
This function allows to update an order.



From the main page, press MENU to access programming., press 4 Programming and select 2 Orders programming. Insert the appropriate order code when prompted and press OK, press the multifunction key Δ UPDATE, the labeller will show a message UPDATE ORDER, SUR?, then press the multifunction key Δ YES to update the order. The labeller will show a message ORDER UPDATED.

The procedure to update an order is the following:
The number of labels programmed originally in the order is substitued by the number of labels programmed minus the number of labels labelled and the number of labels pending is set to zero.

5.2.8. Update all orders



From the main page, press MENU to access programming., press 4 Programming and select 2 Orders programming.

Press the multifunction key UPDATE ALL, the labeller will show the message ARE YOU SURE? . To confirm the deletion press the multifunction key D YES. The labeller will show the message ORDERS UPDATED.

5.3. Label formats

In the LP-3400 labeller there are 50 possible label formats, 30 of them (from 21 to 50) are programmable by the user. This paragraph shows the procedure for making the programming of these label formats. The possible fields to be printed in the label are shown in the following table:

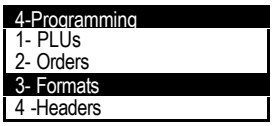
Apartado	Description	Apartado	Description
1	Bar Code	51	
2	Amount	52	Price in secondary currency
3	Weight	53	
4	Time	54	
5	Counter	55	Euro Exchange
6	Price	56	Amount in secondary currency
7	Current Date	57	
8	Best Before	58	
9	Extra Date	59	
10	Department	60	
11	Quantity	61	
12	Name	62	
13	Text Line 1 of article	63	
14	Text Line 2 of article	64	
15	Text Line 3 of article	65	Code Product
16	Code of article	66	
17	Heading line 1	67	
18	Heading line 2	68	
19	Heading line 3	69	
20	Heading line 4	70	Class Product
21	Heading line 5	71	
22	Heading line 6	72	
23	Heading line 7	73	
24	Heading line 8	74	
25	Tare	75	
26	Gross Weight	76	
27	Worker	77	
28	Manufacturer	78	
29		79	
30		80	
31		81	Text 1 product
32	Name 2	82	Text 2 product
33	Bar Code Article	83	Text 3 product
34		84	Text 4 product
35	Text Line 4 of article	85	Text 5 product
36	Text Line 5 of article	86	
37	Text Line 6 of article	87	Batch Number
38	Text Line 7 of article	88	
39	Text Line 8 of article	89	
40		90	
41	Text Line 9 of article	91	
42	Text Line 10 of article	92	
43	Text Line 11 of article	93	
44	Logo	94	
45		95	
46		96	Text 6 product
47		97	Text 7 product
48	Best before date	98	Text 8 product
49		99	Text 9 product
50		100	Text 10 product

101	Text 11 product	161	“WEIGHT”
102	Text 12 product	162	“PRICE”
103	Text 13 product	163	“AMOUNT”
104	Text 14 product	164	“kg”
105	Text 15 product	165	“Pta/kg”
106	Text 16 product	166	“Pta”
107	Text 17 product	167	“UNITS”
108	Text 18 product	168	“Pta/Unit”
109	Text 19 product	169	“PACKING DATE”
110	Text 20 product	170	“BEST BEFORE”
111	Text 21 product	171	“CONSUME PREFERABLY”
112	Text 22 product	172	“REGISTER VOUCHER”
113	Text 23 product	173	“TOTAL”
114	Text 24 product	174	“Weight kg”
115	Text 25 product	175	“Total Pta”
116	Text 26 product	176	“Pack Date.”
117	Text 27 product	177	“Best Before”
118	Text 28 product	178	“TARE”
119	Text 29 product	179	“Batch Number”
120	Text 30 product	180	“Preserver”
121	Text 31 product	181	“at –18ºC”
122	Text 32 product	182	“cold”
123	Text 33 product	183	“Offer”
124	Text 34 product	184	“Saving”
125	Text 35 product	185	“Discount”
126	Text 36 product	186	“Euro”
127	Text 37 product	187	“Euro/kg”
128	Text 38 product	188	“Euro/Unit”
129	Text 39 product	189	“”Between 0/5C”
130	Text 40 product	190	“in a place”
131	Text 41 product	191	
132	Text 42 product	192	
133	Text 43 product	193	
134	Text 44 product	194	
135	Text 45 product	195	
136	Text 46 product	196	
137	Text 47 product	197	
138	Text 48 product	198	
139	Text 49 product	199	
140	Text 50 product	200	
141	Header 9	201	Customer Name
142	Header 10	202	Address
143	Header 11	203	City
144	Header 12	204	Province
145	Header 13	205	Country
146	Header 14	206	Tellephone
147	Header 15	207	Fax
148	Order Identification	208	Person in charge
149	Order date	209	Text client
150	Order Code	210	Amount client
151	Trays ordered	211	Weight client
152	Trays labelled	212	Counter client
153		213	Route
154		214	Zip Code
155		215	
156	Customer Code	216	EAN Client
157	Graphic Line	217	
158	Rectangle	218	
159	Line in negative	219	
160	Línea in grey	220	

MENU

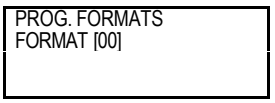
4

3

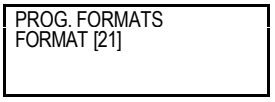


Press the key **MENU** to access Programming.
Press the key 3 Formats to access the programming of label formats.

To pass from one option to another, are used the keys ¯ to go down in the menu and - to go up in the menu.

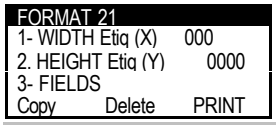


The labeller will show every step in the programming of the labels.



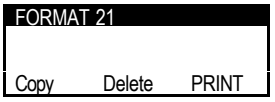
OK

1. Enter the format number to be programmed (21 to 50).
2. Press the key **OK**
3. Enter the dimensions of the label, with the equivalence 1mm=8 dots.



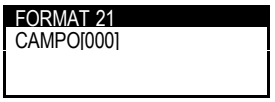
The maximum programmable value for the X dimension is:

Width Thermal Head (inches)	Maximum value (dots)
3	640
4	832



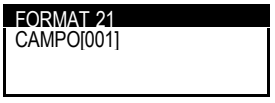
OK

Normally the value of the Y axis must be increased in 25.

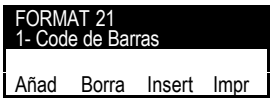


D AÑADIR

4. Press the key **OK** to select the fields to be printed on the label.
5. During the selection of fields, the multifunction keys Δ have the values:
   - **D** Add- To add a new field.
   - **D** Delete- To delete a field.
   - **D** Insert: To insert a new field.
   - **D** Print: To print a sample of the format

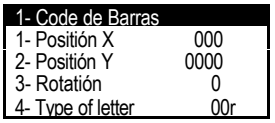


OK



6. Press ADD, enter the code of the field to be included and press **OK**.
7. Once the field has been selected, press **OK** again to start programming the data of the field.
   - X Position.
   - Y Position
   - Rotation
   - Type of letter, thickness of line, YESze of the Bar code or number of logotype, depending of the type of field..

OK



To pass from one parameter to another press **OK** or 🡻 🡹

Press **ESC** to save and exit to the main Menu

The positions X and Y can have a value between 0 and the maximum dimension of the label.

The possible values of the parameter rotation are:

'0' – No rotation.
'1' – Rotation 90º.
'2' – Rotation 180º.
'3' – Rotation 270º.

The type of letter is programmed entering a value between 0 and 89, this value indicates the type and YESze of the letter. The types of letter are:

Letter	Size (width x height)
0	12 x 17
20-40	16 x 28
60	16 x 32
80	6 x 9

To magnify these types of letter, it is necessary to add a quantity to these values. See the following table:

Number Magnification	Magnification
0	Width x 1, Height x 1
1	Width x 2, Height x 2
2	Width x 3, Height x 3
3	Width x 4, Height x 4
4	Width x 5, Height x 5
5	Width x 1, Height x 2
6	Width x 2, Height x 1
7	Width x 2, Height x 3
8	Width x 3, Height x 2
9	Width x 4, Height x 3
10	Width x 3, Height x 4
11	Width x 5, Height x 4
12	Width x 4, Height x 5
13	Width x 2, Height x 4
14	Width x 2, Height x 5
15	Width x 1, Height x 1
16	Width x 1, Height x 1
17	Width x 1, Height x 1
18	Width x 1, Height x 1
19	Width x 1, Height x 1

5.3.1. Copy Format

It is possible to copy a label format in another , the procedure is the following:

MENU

4

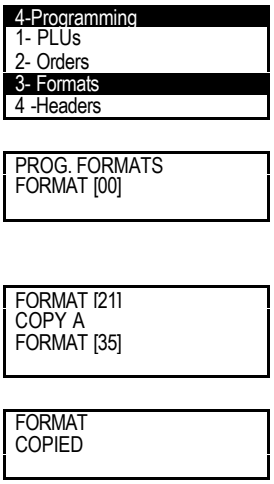
3

21

OK

D COPY

OK



Press the key **MENU** to access the menu, press the key **4** to access programming.
Press the key **3** Formats to access the programming of label formats.
Enter the code of the format to be copied.
Press **OK**.
Press the multifunction key **D** COPY.
Enter the value of the target format.
Press **OK**.
The labeller will show the message FORMAT COPIED.

5.3.2. Delete Format

It is possible to delete a label format , the procedure is the following:

MENU

4

3

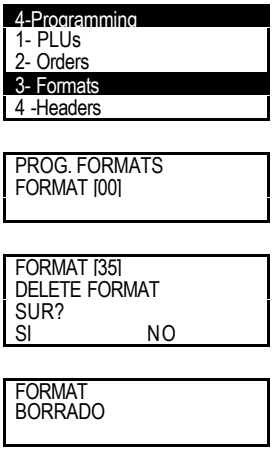
35

OK

D

DELETE

D YES



Press the key **MENU** to access the menu, press the key **4** to access programming.
Press the key **3** Formats to access the programming of label formats.
Enter the code of the format to be deleted.
Press **OK**.
Press the multifunction key **D** DELETE.
The labeller will show the message ARE YOU SURE?
Press **D YES**.
The labeller will show the message FORMAT DELETED.

5.3.3. Print Format

It is possible to print a sample of a format, the procedure is the following:

MENU

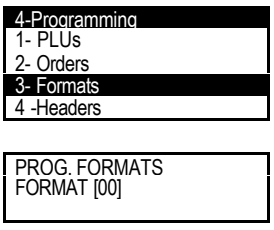
4

3

35

OK

D PRINT



Press the key **MENU** to access the menu, press the key **4** to access programming.
Press the key **3** Formats to access the programming of label formats.
Enter the code of the format to be printed.
Press **OK**.
Press the multifunction key **D** PRINT.
The labeller will print a sample of the label format.

5.4. Heading lines

It is possible to program 15 lines of text comprising 24 characters each to appear on labels, the format and font can be set independently for each line.

To program the headers the procedure is the following:
Press the key MENU, select 4 Programming and select 4 Headers.

It will appear the menu Header Selection, with the key ↓ select the number of header to be programmed and press the key OK to edit the header.
In the edition of the headers, the text will be entered using the alphamumeric keyboard. In texts editing mode, using the multifunction keys Δ, it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between lowcase and capital letters press the key ⇧ (Shift).

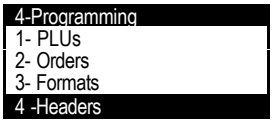
Once the text has been programmed press OK
To pass to the next header press ↓ and to exit press ESC

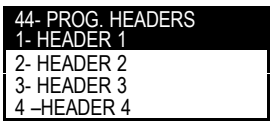
MENU

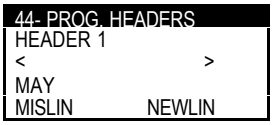
4

4

OK







5.5. Traceability

The LP-3000 allows to program 50 products with traceability.

Items that are defined with traceability belong to a class or type, such as meat, fish, fruit ...
A general text table has to be created for these classes in order to define the text that is common to each class. For example, *slaughtered in:, caught in: produced in:.*

Every labeller has a table with 200 text lines, which will be referred to as a *Text table*, with lines of 32 characters.

The properties or characteristics of the product are then entered, and up to 30 text lines:
Lines 1 to 10: 20 characters
Lines 11 to 30: 32 characters.

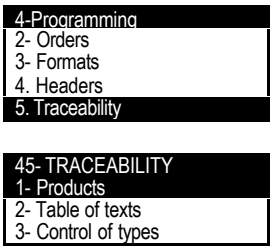
They will also be programmed the indexes of reference to the texts table, it is possible to program 50 indexes.

The process to programme texts and animals with general traceability is as follows:

MENU

4

5



Press the key **MENU**, select **4** Programming and select **5** Traceability, press the key **OK**

The scale will show the menu of Traceability programming, showing the programming of Products, Texts table and Classes control.
Use the arrows and the key **OK** to select the programming of each one of them.

5.5.1. Products

MENU

4

5

1

01
OK

OK

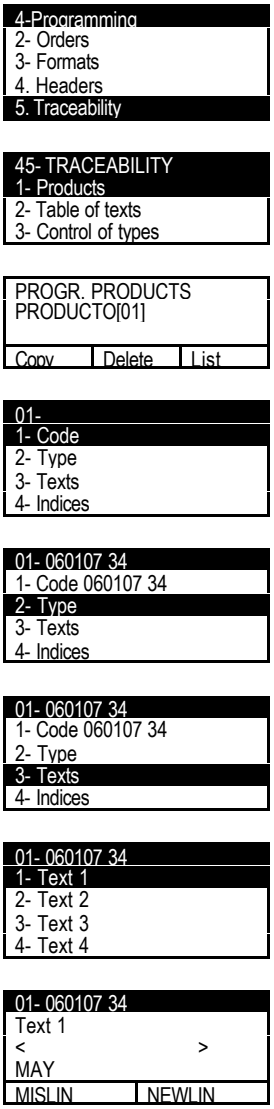
OK

OK

OK

OK

ESC



To program a product the procedure is the following:
Press the key **MENU**, select **4** Programming and select **5** Traceability, press the key **OK**
Using the arrows, select the option Products and press **OK**.
The labeller will enter in the Product Programming Menu.
In this menu, the multifunction keys have the functions:
COPY: To copy a product.
DELETE: To delete a product.
LIST: To show a list of the products programmed.

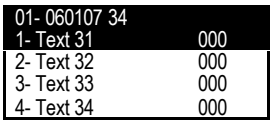
Enter the Product Number (1 to 50) and press **OK**.
Then the data of the product will be programmed.

Select the code with the arrows and then press the key **OK**.
Use the alfanumeric keyboard to enter the product code. In editing mode, using the multifunction keys Δ, it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between lowcase and capital letters press the key ⇧ (Shift).
To pass to the next field press ¯ and to exit press **ESC**

The *class* refers to the fact that the PLU belongs to a certain class such as beef, fish, fruit, etc.
The **LP-3400 labeller** permit 20 different classes to be created.
Enter the class code (2 digits) with the numeric keyboard.
Press the key **OK**.

The 30 texts with the data of the product are entered, to program a text, select the text using the arrow keys and press the key **OK**. Then the text editing mode will be enabled, and using the alphanumeirc keyboard the text must be entered.
In editing mode, using the multifunction keys Δ, it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between lowcase and capital letters press the key ⇧ (Shift).
Once the text is entered, press the key **OK**.
To pass to the next header press ¯ and to exit press **ESC**

OK



Select the field INDEXES, to access to program the 20 indexes to the Text table.
Press **OK**. To select the index (31 to 50) and enter the value (3 digits) of the numeric keyboard.
To pass to the next filed press **OK** o ↓.

Once the indexes have been programmed press **ESC**

ESC

5.5.2. Text table

The *text table* is defined below, and it also can be used as a legend to define the item characteristics.
In this text table we program the texts shown normally in the first column of the traceability data

MENU

4

5

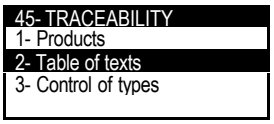
2

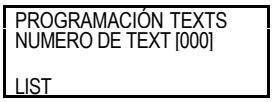
1

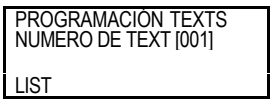
OK

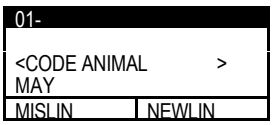
OK

ESC









From the main page, press **MENU**, then press **4** to access programming, select option **5** Traceability . The labeller will show the Traceability submenus. Select Table of Texts 2 and press **OK**.

Enter the number of texts that is going to be programmed and pres the key **OK**. The labeller will go to editing mode,In editing mode, using the multifunction keys Δ, it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between lowcase and capital letters press the key ⇧ (Shift).
Once the text is entered, press the key **OK**.

Do the same with all the texts.

From the Table of Texts menu, it is possible to show on the display a List of all the texts programmed, by pressing the multifunction Δ key LIST.
Once all the texts have been programmed, press **OK** to select Traceability Class Control.

MENU

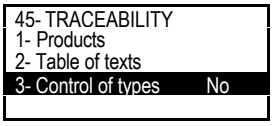
4

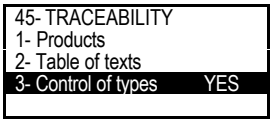
5

3

← **→**

ESC





5.5.3. Control of Traceability Type

This parameter determines the way of making the control of the Traceability classes
From the main page, press **MENU**, then press **4** to access programming, select option **5** Traceability . The labeller will show the Traceability submenus. Select Control of Traceability Type 3 and press **OK**.
With the keys ¬ ® it is possible to select YES or NO.
Press **OK** to validate the data.
Once all the data are programmed, press **ESC** for leaving programming mode.

5.6. Macros Programming (46)

The labeller LP-3000 allows to program 8 macros.
A macro is a sequence of keys that are assigned to a function key F1,...,F8. Macro 1 is assigned to F1, macro 2 is assigned to F2 and so on.
To access the macros programming, it is necessary to press the key MENU, to access the main menu, then press 4 to access the programming menu and 6 to access Macros Programming.
It is necessary to enter the macro number (1 to 8) and press OK , the labeller will show the menu of Macro Programming (description and edition).

MENU

4

6

OK

OK

OK

↓

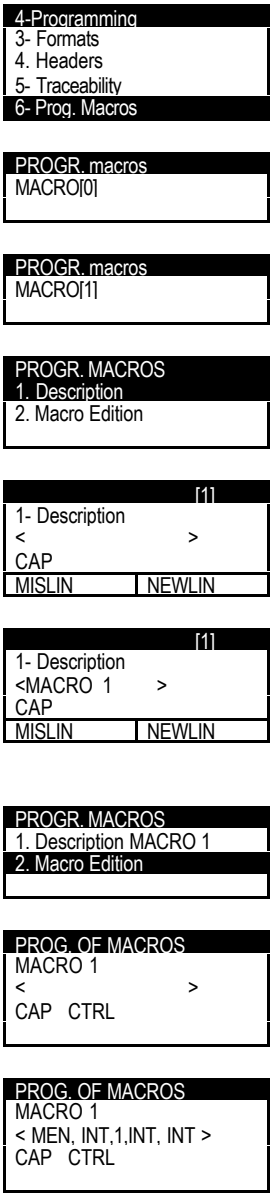
OK

CTRL

MENU
OK, 1,
OK, OK

CTRL

OK



5.6.1. Description

Select the parameter description using the keys ↑ ↓ and pressing the key OK.
It is possible to enter a 24 characters description by using the alphanumeric keyboard.
Once the description text has been pentered, it is necessary to press the key OK.
To pass to the Macro edition, press the key ↓

5.6.2. Edition of Macro

The sequence of keys of the macro is programmed in this parameter.
To gain access to the edition of the macro it is necessary to select the parameter Macro Edition by means of the keys ↑ ↓ and press the key OK.
In the display it will be shown the sequence of keys of the macro.
Ejxample: Macro for labelling the article 000001.
Press CTRL until remove the indication CTRL from the display.
In the edition line it is necessary to press the keys: MENU, OK, 1, OK, OK.
Press CTRL again.
Once the whole sequence has been entered, press OK to save it.

> ! To edit the keys OK and ESC in the macro, it is necessary to press previously the key CTRL (the indication CTRL dissappears from the display, because if not the key OK records the macro and the key ESC leaves the Programming

5.6.3. Copy Macro

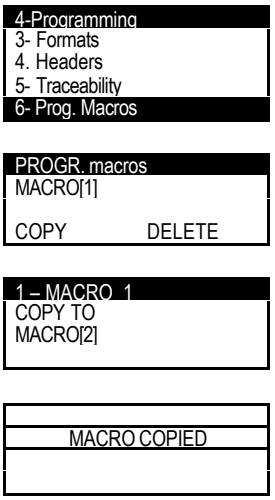
MENU

4

6

D

OK



From the initial display, press **MENU**, and the main menu will appear on screen. Select **4** Programming, press **OK**, select **6** Prog. MACROS and press **OK** again.

The Macro programming menu will appear on screen.
Enter the Macro code to be copied (1 digit)
Press multifunction key **D** COPY, and the labelling machine will display the message COPY TO. Enter the destination item code.
Press **OK**, and the labelling machine will display the message MACRO COPIED.

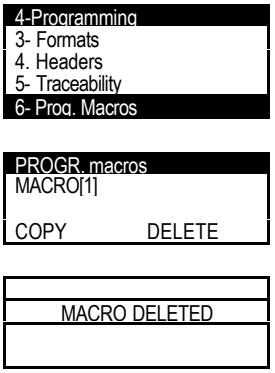
5.6.4. Delete Macro

MENU

4

6

D



From the initial display, press **MENU**, and the main menu will appear on screen. Select **4** Programming, press **OK**, select **6** Prog. MACROS and press **OK** again.
The Macro programming menu will appear on screen.
Enter the Macro code to be deleted (1 digit)
Press multifunction key **D** DELETE, and the labelling machine will display the message MACRO DELETED.

5.7. Clients Programming.

The LP-3000 allows to program up to 1000 clients, which data can be printed in the labesl

MENU

4

7

The procedure for clients programming is the following:
Press the key **MENU**, to access the Main Menu, then press the key **4** to access the rogramming menu and the key **7** to access the Clients Programming.
Enter the client code and press **OK**.
The fields to be programmed are:

Client Name.
Adress
City.
Province.
Country
Telephone.
Fax.
ZIP Code.
Person in charge.
Route
Text.
Format Label Client.
EAN of Client.
The procedure for entering the text is the following: Press the key **OK**, then the labeller will enter in texts edition mode. The text will be entered using the alphamumeric keyboard.
In texts editing mode, using the multifunction keys **Δ**, it is possible to enter the characters NEW LINE and Not centering SAME LINE).
To change between lowcase and capital letters press the key tecla **⇑** (Shift).

To pass to the next field press **OK** o **🡻**.

5.7.1. Client name

Text of 24 alphanumeric characters.

5.7.2. Address

Text of 24 alphanumeric characters.

5.7.3. City

Text of 24 alphanumeric characters.

5.7.4. Province

Text of 24 alphanumeric characters.

5.7.5. Country

Text of 20 alphanumeric characters.

5.7.6. Telephone

Text of 12 alphanumeric characters.

5.7.7. Fax

Text of 12 alphanumeric characters.

5.7.8. ZIP Code

Text of 8 alphanumeric characters..

5.7.9. Person in charge

Text of 24 alphanumeric characters.

5.7.10. Route

Text of 2 alphanumeric characters.

5.7.11. Text

Text of 24 alphanumeric characters.

5.7.12. Client´s label format

Number of 2 characters.

5.7.13. Client´s EAN Code

Text of 12 alphanumeric characters. (*See 5.1.11 EAN Code*)

5.7.14. Copy Client

From the main page, press **MENU** to access programming. Press **4** Programming and select **7** Clients programming.
The display will show the Clients Programming Menu.
Enter the code of the client to be copied (5 digits).
Press the multifunction key **D** COPY, the labeller will show message COPY TO and the code of the target client must be entered.
Once the client has been copied, the labeller will show the message CLIENT COPIED.

MENU

4

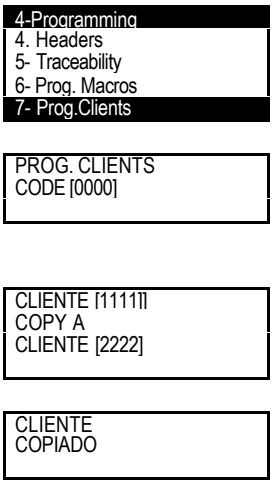
7

1111

OK

D COPY

OK



5.7.15. Delete Client

From the main page, press **MENU** to access programming. Press **4** Programming and select **7** Clients programming.
The display will show the Clients Programming Menu.
Enter the code of the client to be deleted (5 digits).
Press the multifunction key **D** DELETE, the labeller will show the message ARE YOU SURE? and the multifunction key **D** YES must be pressed..
Once the client has been deleted, the labeller will show the message CLIENT DELETED.

MENU

4

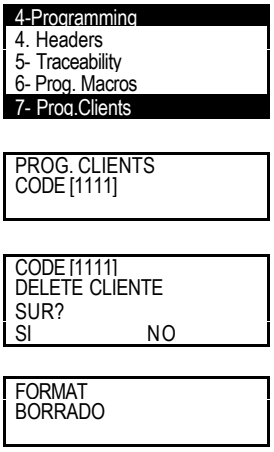
7

1111

OK

D
DELETE

D YES



5.7.16. Clients List

From the main page, press **MENU** to access programming. Press **4** Programming and select **7** Clients programming.
The display will show the Clients Programming Menu.

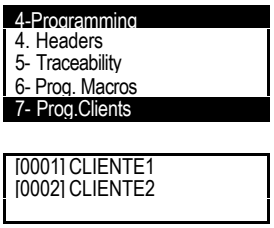
Press the multifunction key **D** LIST, the labeller will show the list of clients stored in the memory of the labeller.

MENU

4

7

D LIST



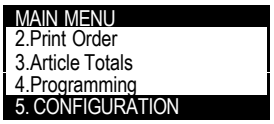
6. Configuration (5)

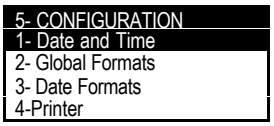
MENU

5

↓ **↑**

OK





In this paragraph are programmed all the configuration parameters of the section where the labeller is installed.
From the initial screen, press the key **MENU**, the labeller will show the main menu. Select **5** Configuration.

The screen will show the menu of Configuration of the Labeller.

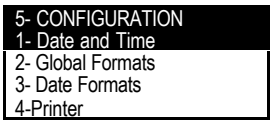
To pass from one option to another use the keys **↓** and **↑**.
To select an option press **OK** when this option is highlighted.

6.1. Date and Time

This operation allows to adjust the date and time of the internal clock of the labeller.

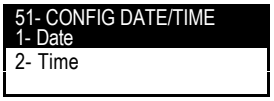
6.1.1. Date

MENU
5
1
1



OK

ESC

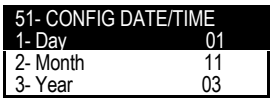


The programming procedure is the following:
Press **MENU**
Press **5** to select Configuration, press **1** to select Date and Time.
Select **1** Date.

Enter the data of day, month and year and press **OK** to validate the data and the arrows **↑** **↓** to pass from one to another.
Press **ESC** to exit.

6.1.2. Time

MENU
5
1
2



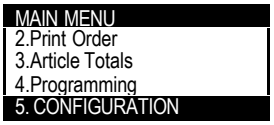
OK

ESC

The programming procedure is the following:
Press **MENU**
Press **5** to select Configuration, press **1** to select Date and Time.
Select **2** Time.

Enter the data of hour, minutes and seconds and press **OK** to validate the data and the arrows **↑** **↓** to pass from one to another.
Press **ESC** to exit.

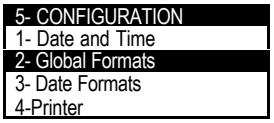
6.2. Global Formats



MENU

5

2



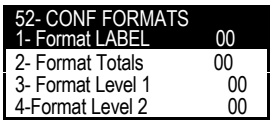
OK

In this programming are stablished the parameters used for the labels printing.

To access this programming the procedure is the following:

Press MENU.
Press 5 Configuration.
Press OK
Press 2 Global Formats
Press OK

To pass from one to the next, press OK or ¯



6.2.1. Label format

With this parameter, whose value goes from 0 to 50, you can decide in which format by default the labels will be printed, in such a way that if it is set at:

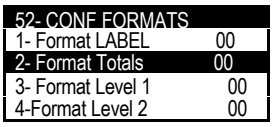
'**0**' ⇒ then the label will be printed in the format assigned to each item.

If the PLU label format field has been assigned an '**0**' then the printing format will by default be '**1**'.

From '**1**' to '**20**' ⇒then the format in which all item labels will be printed will be the one selected from among the existing pre-designed ones, regardless of the one assigned to each PLU when creating the items.

From '**21**' to '**50**' ⇒ then the format in which all item labels will be printed will be one of those designed, regardless of that assigned to each PLU at the creation stage of the items.

OK



Press OK to store the data an pass to the next.

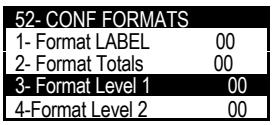
6.2.2. Totals labels format

With this parameter, whose value goes from 0 to 50, you can decide in which format by default the total labels will be printed. If the value is 0 the total labels will have the same format as the normal labels.

OK

Press OK to store the data an pass to the next.

6.2.3. Format level 1



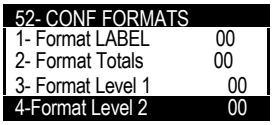
With this parameter, whose value goes from 0 to 50, you can decide in which format by default the total labels of level 1will be printed. If the value is 0 the total labels will have the same format as the normal labels.

Press OK to store the data an pass to the next.

OK

6.2.4. Format level 2

With this parameter, whose value goes from 0 to 50, you can decide in which format by default the total labels of level 2 will be printed. If the value is 0 the total labels will have the same format as the normal labels.

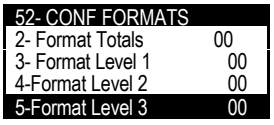


Press OK to store the data an pass to the next.

OK

6.2.5. Format level 3

With this parameter, whose value goes from 0 to 50, you can decide in which format by default the total labels of level 3 will be printed. If the value is 0 the total labels will have the same format as the normal labels.
Press OK to store the data an pass to the next.



OK

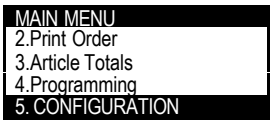
6.3. Date formats

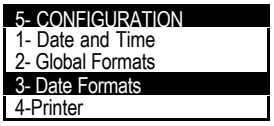
In this parameter is selected the format to be used in the printing of the dates.

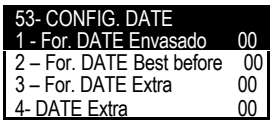
To program these formats:

Press MENU.
Press 5 Configuration.
Press OK
Press 3 Date Formats
Press OK
To pass from one parameter to the next one, Press OK or ¯

MENU
5
3







OK

For all of these parameters the possible values are:

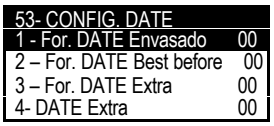
0	DD.MM.YY
1	DD.MMM.YY
2	MMM.YY
3	MM.DD.YY
4	DD.MMM
5	WW D
6	DD-MM-YYYY
7	DD MMM YYYY
8	DDD
9	YY MM DD
10	DDD/YYYY

Table 6.3

D	Day of the week (4)
DD	Day of the month (19)
DDD	Day of the year (325)
MM	Month (11)
MMM	Month in letter (NOV)
YY	Year (01)
YYYY	Year (2001)
WW	Week (25)

6.3.1. Format Packing date

OK o ↓

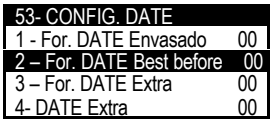


Select the format for packing date according to table 6.3.

To pass to the next parameter press OK or ↓

6.3.2. Format Best Before

OK o ↓

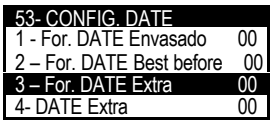


Select the format for best before date according to table 6.3.

To pass to the next parameter press OK or ↓

6.3.3. Format Extra Date

OK o ↓



Select the format for extra date according to table 6.3.

To pass to the next parameter press OK or ↓

6.3.4. Extra Date

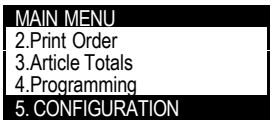
OK o ↓

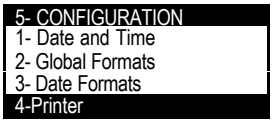
Field available to programme according to need; enter number of days following date of packaging and this will be updated automatically, or insert fixed date. Up to 6 digits can be used for fixed date, as ddmmyy, or 4 digits as number of days. If set to zero the Extra date will not be printed on the label.

Press Ok to validate.
Press ESC to exit

6.4. Printer

MENU
5
4



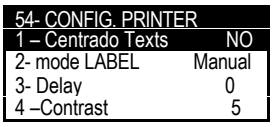


In this paragraph is shown the procedure for programming all the parameters related to the printer configuration.

To program these parameters:
Press MENU.
Press 5 Configuration.
Press OK
Press 4 Printer.
Press OK
To pass from one parameter to the next one, Press OK or ↓

6.4.1. Center texts

If set to centre automatically, all lines which are not numerical fields ie: names and headers will be centred horizontally. If the letter type is too big for the entire text to fit in the space available, it will be reduced automatically to fit and the article name will be automatically centred whatever the number of characters it may contain. If the automatic centring option is not chosen, long article names will be cut short at the end of the label.

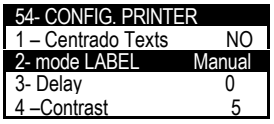


With the key → is possible to change between Centering Yes or No.
Press **OK** to pass to the next parameter.

→

OK

6.4.2. Label Mode



This parameter allows to select the labelling mode. It is possible to select mode: Manual, Automatic and Continuous.

→

OK

Mode Manual, it is necessary to press the key OK for printing the label.
Mode Automatic, in weighed articles, the label is printed when the weight is stable.
Mode Continuous, it is possible to print a number of labels continuously, with a programmable delay between them.
Pressing the key → it is possible to select the desired mode.

Press **OK** to pass to the next parameter.

6.4.2.1. Manual

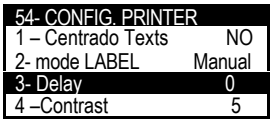
This labelling procedure is applicable to all types of articles. The label will be printed by pressing the key **OK**

6.4.2.2. Automatic

Ths labelling procedure is applicable only to weighed articles. The label will be printed only when the weight is stable.

6.4.2.3. Continuous

This labelling procedure is applicable only to non weighed articles. It is possible to printer a number of labels programmable with a programmable delay between them. (see paragraph 6.4.3 Delay).



6.4.3. Delay

OK

This parameter determines the delay in seconds between one label and the next one in case of printing orders or series of labels.

- **0.** Without delay
- **1.** Number of seconds of delay.

Press **OK** to pass to the next parameter.

6.4.4. Contrast

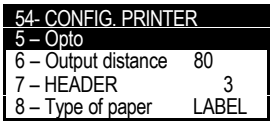
OK

The value of this parameter (0 to 9)determines the level of contrast of the printing.

Enter the desired value (the default value is 5).

Press **OK** to pass to the next parameter.

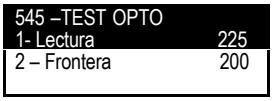
6.4.5. Paper Opto Detector



With this adjust is possible to indicate to the scale the value from which the labeller consider label or back paper of labels.

Pressing the key **OK** is possible to see the data of reading and Frontier.

OK



6.4.5.1. Reading

Is the value of the current reading of the opto-detector.
Press **↓** to program the frontier.

↓

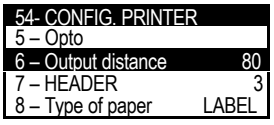
6.4.5.2. Frontier

It must be programmed, using the numeric keys, the average value between the reading of label and the reading of back paper.
Press OK to pass to the next parameter

ESC

6.4.6. Exit Distance

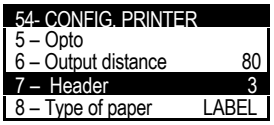
With this parameter you can adjust the printout of the label so that on printing, it does not remain inside the printer and can be easily removed. To change the value of this parameter:
Enter the printout distance as a number between 0 and 100 (in general, between 50 and 60 is an acceptable value.
Press **OK** to pass to the next parameter



OK

6.4.7. Heading

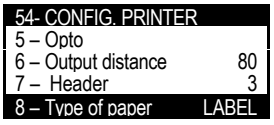
This parameter affects the printing mode of both the labels and the receipts, and can have a value of between 0 and 3 with the meanings:
'**0**' -backspaces and does not print the header.
'**1**' -It leaves the header blank.
'**2**' -It backspaces and prints the header.
'**3**' -On printing the label, it prints the PLU's header on the following label.



Enter the required value as a number from 0 to 3.
Pres **OK** to pass to the next parameter.

OK

NOTE: In case of use Type of Header 2
Disable the control of label in output. (see *6.4.14*)
Do not use transfer, use thermal paper. (*see 6.4.12*)



6.4.8. Type of paper

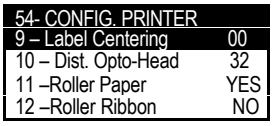
With this parameter, you choose the type of paper with which the label printer is going to work, that is:
Pressing the key **→** is possible to select continuous paper or labels.

→

Press **OK** to pass to the next parameter.

OK

6.4.9. Label centering



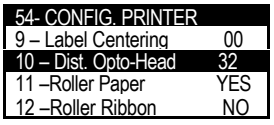
By adjusting the value of this parameter, you can shift the label's printing field vertically downwards, with very little variation. It can be programmed at a value between 0 and 63, with between 30 and 30 as default value.

OK

Enter the required value between 0 and 63.

Press **OK** to pass to the next parameter.

6.4.10. Distance Opto-Thermal head



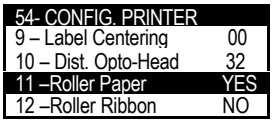
By varying the value of this parameter you can centre the printing field of the labels in a vertical sense both upwards and downwards achieving greater efficacy than with the previous CENTRE LABEL parameter.

You can enter a value between 0 and 63 (by default 32). To do so:

OK

Enter the required value between 0 and 63.
Press **OK** to pass to the next parameter.

6.4.11. Paper Roller



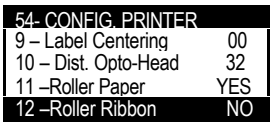
This parameter enables or disables the functioning of the paper roller for the back paper of the labels.
By pressing the key **➔** it is possible to select the functioning YES or NO.

➔

OK

Press **OK** to pass to the next parameter.

6.4.12. Ribbon Roller



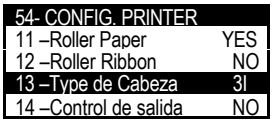
This parameter enables or disables the functioning of the ribbon roller.
By pressing the key **➔** it is possible to select the functioning YES or NO.

➔

OK

Press **OK** to pass to the next parameter

6.4.13. Type of thermal head



This parameter allows to select the width of the thermal head. The possible values are the following:

3 Inches
4 Inches

➔

By pressing the key **➔** it is possible to select the desired width.

OK

Press **OK** to pass to the next parameter

6.4.14. Exit Control.

This parameter enables or disables the functioning of the opto detector placed in the labels output, which avoids the printing of a label if the previous one has not been removed from the labels exit.

➔

Pressing the key ➔ it is possible to select Exit Control YES or NOT.

OK

Press **OK** to pass to the next parameter

ESC

Press **ESC** to leave the printing parameters programming.

6.4.15. Clients Mode

This parameter enables or disables the functioning in clients mode.

➔

Pressing the key ➔ it is possible to select Clients Mode YES or NOT.

OK

If it is selected YES, it is necessary to select a client from the clients listnd then all the articles labelled will be accumulated to the selected client, so it will be possible to print a total label for this Client. To change the customer, press **F7** from the printing display.

ESC

Press **OK** to validate.

Press **ESC** to exit Configuration.

6.4.16. Control of labels

This parameter enables or disables the control of the roll of labels.

➔

By pressing the key ➔ it is possible to select control of labels YES or NO.

OK

If the user selects YES, when a new roll of labels is placed in the labeller, it is necessary to enter the number of labels of the roll, so it is possible to know the number of labels available.

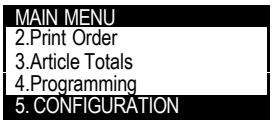
ESC

Press **OK** to validate.

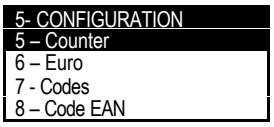
Press **ESC** to exit to Main Menú.

6.5. Counter

MENU



5



5

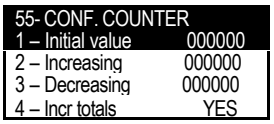
A numerical field of up to YESx digits can be printed on labels and included in bar-codes, in a stand-alone capacity if required. The counter can be preset to print different values in the numerical order and increment rate designated in this field.
From the main page, press MENU followed by 5 to call up the Configuration, and then press 5 again, to program the Counter.

Insert the start value of the counter (the value to be printed on the first label) and the increase or decrease to be effected between each.

Press OK after programming every one of them.

Once the parameters have been programmed, press the key ESC to leave the programming of the counter.

6.5.1. Initial value

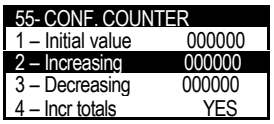


It will be showna screen to enter the initial value of the counter
Press OK to program the next parameter.

OK

6.5.2. Increasing

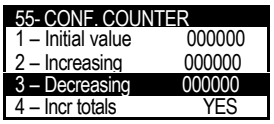
OK



It will be shown the increasing value of the counter from one label to the next.
Press OK to program the next parameter.

6.5.3. Decreasing

OK

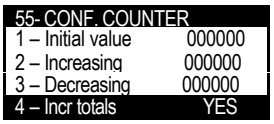


It will be shown the increasing value of the counter from one label to the next.
Press OK to program the next parameter.

6.5.4. Increase with totals

Use this parameter to activate or deactivate increase with totals.

➔



Press ➔ to select label control YES or NO.

OK

If YES is selected, the counter will clock up when totals labels are printed. If NO is selected, the counter will clock up with each item label.
Press OK to confirm.

ESC

When this has been programmed, press ESC to exit to counter data programming.

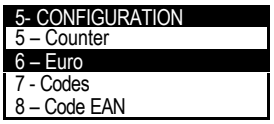
6.6. Euro

MENU

From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **6** to enter in the Euro programming.

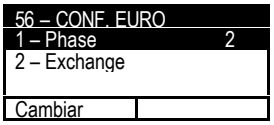
5

6



It will be shown in the display the Euro phase and the Euro exchange.

6.6.1. Phase



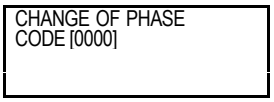
The different stages of the euro are programmed.

PHASE 0: The exchange rate for the Euro is programmable. The main currency will be that of each member country with the EURO as a SECONDARY currency.

PHASE 1: The exchange rate for the Euro is fixed. The main currency will be that of each member country with the EURO as a SECONDARY currency.

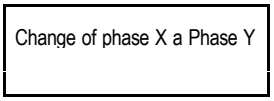
PHASE 2: The main currency of each country will become the secondary one while the EURO will become the MAIN one in all countries.

PHASE 3: The EURO will be the YESNGLE CURRENCY.



Once the scale has been set up in the correct phase of the EURO, it will be capable of working and issuing receipts and/or self-adhesive labels with the amounts in EURO.

D
CHANGE PHASE



To pass from one phase to another, it is necessary to press the multifunction key **D** CHANGE PHASE, and then enter the change code and press the key **OK**.

OK

Phase 0 – Phase1 ⇒**0 7 8 1**
Phase 1 – Phase2 ⇒**6 0 2 2**
Phase 2 – Phase 3 ⇒**9 8 0 8**

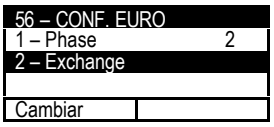
↓

Once the phase has been programmed, press **↓** to program the EURO exchange.

6.6.2. Change

OK

ESC



In phase 0 it is possible to program the exchange of the Euro with the currency of the country, to do it , select the position Change, press **OK** and enter the value of the exchange, once the value has been entered, press **OK** again.

Press **ESC** to exit Configuration programming.

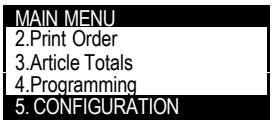
6.7. Codes

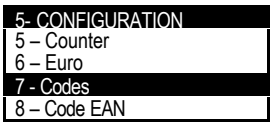
These codes can be printed in the labels as numeric field and also in the bar code. The codes to be programmed are: Worker, Manufacturer and Batch Number.

MENU

5

7



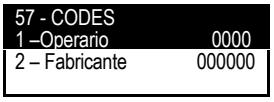


From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **7** to enter in the Codes programming. The codes to be programmed are:

6.7.1. Worker

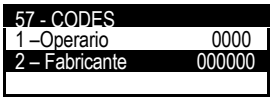
The code of the worker (4 digits) must be entered .
Press **OK** to pass to the next parameter.

OK



6.7.2. Manufacturer

The code of the manufacturer (4 digits) must be entered .
Press **OK** to pass to the next parameter.



6.7.3. Batch Number.

OK

ESC

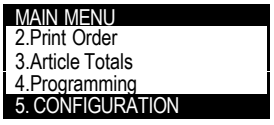
Enter the batch number as an alphanumeric code of 24 characters.
To enter the text press **OK**, the labeller will enter the text edition mode.
Press **ESC** to exit Configuration programming.

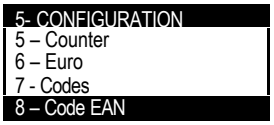
6.8. EAN Code

MENU

5

8





This parameter allows to program the Bar Code format, this is the way in which the information of the bar code of the labels will be printed.
They must be programmed the formats of the bar code for the labels and total labels.

From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **8** to enter in the EAN Code programming

It is possible to enter a number between 0 and 82,to select the bar code of the labels, with the characteristics shown in the following table.
The possible formats are shown in the next page:

Cód.	Content	Cód.	Content
0	No EAN	30	EAN 13 from Text 3 of PLU
1	AABBBBBCCCCC	31	EAN 13 from Text EAN of PLU
2	AABBBBBDDDDD	32	EAN 13 A Programable
3	AABBBBBEEEEE	33	EAN 13 B Programable
4	AABBBBBFFFFF	34	EAN 13 C Programable
5	AABBBBBGGGGG	40	UPC from Text 3 of PLU
6	AAGGGGGBBBBB	41	UPC from Text EAN of PLU
7	ABBBBBBCCCCC	50	EAN 8 from Text 3 of PLU
8	ABBBBBBDDDDD	51	EAN 8 from Text EAN of PLU
9	ABBBBBBEEEEE	52	ABBBBBB
10	ABBBBBBFFFFF	53	AABBBBB
11	AHHBBBBCCCCC	60	ITF 14 from Text 3 of PLU
12	AHHBBBBDDDDD	61	ITF 14 from Text EAN of PLU
13	AHHBBBBEEEEE	62	ITF14 A Programable
14	AHHBBBBFFFFF	63	ITF 14 B Programable
15	AHHIIIICCCCC	64	ITF 14 C Programable
16	AHHIIIIDDDDD	70	EAN 128 from Text EAN of PLU
17	AHHIIIIEEEEE	72	EAN 128 (Text 2 of PLU)
18	AHHIIIIFFFFF	73	EAN 128 (Texts 2+3 PLU)
19	AAHBBBBCCCCC	74	EAN 128 (Texts 2+3+4 PLU)
20	AABBBBQCCCCC	75	EAN 128 (Texts 2+3+4+5 PLU)
21	AABBBBQDDDDD	76	EAN 128 (Texts 2+3+4+5+6 PLU)
22	AABBBBQEEEEE	77	EAN 128 (Texts 2+3+4+5+6+7 PLU)
23	AABBBBQFFFFF	78	EAN 128 (Texts 2+3+4+5+6+7+8 PLU)
24	AAJJJJJBBBBBB	80	EAN 128 A Programable
25	AAJJJJJCCCCC	81	EAN 128 B Programable
		82	EAN 128 C Programable

The representation of the data in the bar code are the following:

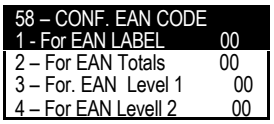
A	EAN Header	**M**	Counter
B	Article code	**N**	Batch Number
C	Amount	**Q**	Check price
D	Weight	**R**	Tare
E	Price	**S**	Gross weight
F		**T**	Weight / 10
G	Quantity	**U**	Packing date
H	Department	**V**	Best before
I	Number of sales	**W**	Extra date
J	Manufacturer code	**X**	Price in secondary currency
K		**Y**	Amount in secondary currency
L	Worker code	**Z**	Control digit for all that requires a control digit, without limit on the length of data involved in the calculation. Valid for 00, 01, 02, 410, 411, 412, 413, 414,

Enter the value using the numeric keyboard.

To pass to the next field press **OK** or ↓

The bar codes to be defined are:

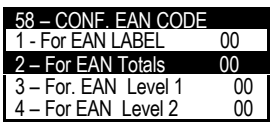
6.8.1. EAN format for label



OK

Enter the EAN Format for the labels, press **OK** to validate and pass to the next parameter.

6.8.2. EAN format for total labels



OK

Enter the EAN Format for the total labels, press **OK** to validate and pass to the next parameter.

58 – CONF. EAN CODE	
1 - For EAN LABEL	00
2 – For EAN Totals	00
3 – For. EAN Level 1	00
4 – For EAN Level 2	00

OK

58 – CONF. EAN CODE	
1 - For EAN LABEL	00
2 – For EAN Totals	00
3 – For. EAN Level 1	00
4 – For EAN Level 2	00

OK

58 – CONF. EAN CODE	
5 - For EAN Level 3	00
6 – HEADER EAN	00
7- EAN 13-A	00
8 – EAN 13 B	00

OK

58 – CONF. EAN CODE	
5 - For EAN Level 3	00
6 – HEADER EAN	00
7- EAN 13-A	00
8 – EAN 13 B	00

OK

58 – CONF. EAN CODE	
5 - For EAN Level 3	00
6 – HEADER EAN	00
7- EAN 13-A	00
8 – EAN 13 B	00

OK

58 – CONF. EAN CODE	
5 - For EAN Level 3	00
6 – HEADER EAN	00
7- EAN 13-A	00
8 – EAN 13 B	00

OK

58 – CONF. EAN CODE	
9 – EAN 13 C	00
10 –EAN 128 Global A	00
11 - EAN 128 Global B	00
12 – EAN 128 Global C	00

OK

OK

OK

6.8.3. Format EAN level 1

Enter the EAN Format for the total level 1labels, press **OK** to validate and pass to the next parameter.

6.8.4. Format EAN level 2

Enter the EAN Format for the total level 2 labels, press **OK** to validate and pass to the next parameter.

6.8.5. Format EAN level 3

Enter the EAN Format for the total level 3 labels, press **OK** to validate and pass to the next parameter.

6.8.6. EAN Header

Enter the data of the EAN Header, press **OK** to validate and pass to the next parameter.

6.8.7. EAN-13 A

Enter the data of the EAN 13 A Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.
Once the data have been programmed, press the key **OK**.

Press **OK** again to validate and pass to the next parameter.

6.8.8. EAN 13 B

Enter the data of the EAN 13 B Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.
Once the data have been programmed, press the key **OK**.

Press **OK** again to validate and pass to the next parameter.

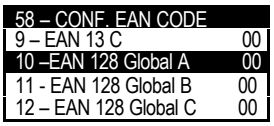
6.8.9. EAN-13 C

Enter the data of the EAN 13 C Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.

Once the data have been programmed, press the key **OK**.

Press **OK** again to validate and pass to the next parameter.

6.8.10. EAN-128 Global A



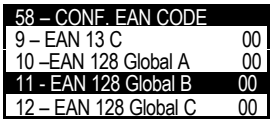
Enter the data of the EAN 128 Global A Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.

Once the data have been programmed, press the key **OK**

OK

Press **OK** again to validate and pass to the next parameter.

6.8.11. EAN-128 Global B



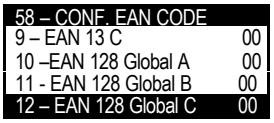
Enter the data of the EAN 128 Global B Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.

OK

Once the data have been programmed, press the key **OK**

Press **OK** again to validate and pass to the next parameter.

6.8.12. EAN-128 Global C



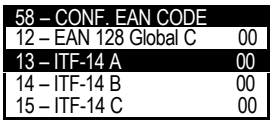
Enter the data of the EAN 128 Global C Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.

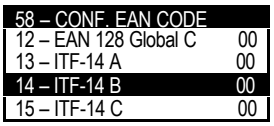
Once the data have been programmed, press the key **OK**

OK

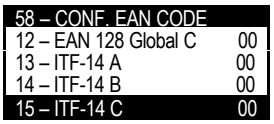
Press **OK** again to validate and pass to the next parameter.

9





➔



OK

6.8.13.ITF-14 A

Enter the data of the ITF 14 A Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.

Once the data have been programmed, press the key **OK**

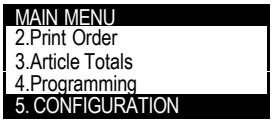
Press **OK** again to validate and pass to the next parameter.

6.8.14.ITF-14 B

Enter the data of the ITF 14 B Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.

OK

Once the data have been programmed, press the key **OK**



Press **OK** again to validate and pass to the next parameter.

6.8.15.ITF-14 C

OK

Enter the data of the ITF 14 C Bar Code, to do it press the **OK** key to enter in edition mode and the labeller will show the EAN edition screen, then enter the data using the alphanumeric keyboard. The data must be programmed according to the table of representation shown in 5.8.

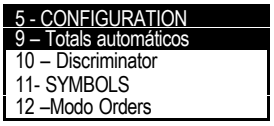
Once the data have been programmed, press the key **OK**

Press **OK** again to validate and pass to the next parameter.

Pulsar **ESC** para salir a laProgramming de CONFIGURATION

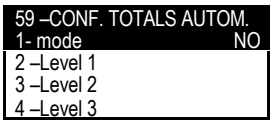
6.9. Automatic Totals

MENU
5
9



Allows automatic printing of level 1, 2 or 3 totals labels. To programme the level whose totals are required, insert the number of totals labels of the previous level.

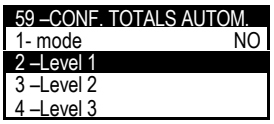
From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **9** to enter in the Automatic Totals programming.
The parameters to be programmed are:



6.9.1. Mode

This parameter enables or disables the functioning of the automatic totals. With the key **➔** . is possible to change between YES and NO..

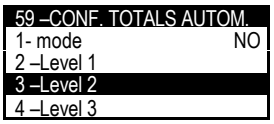
Press **OK** to validate and pass to the next parameter.



6.9.2. Level 1

Number of labels required to prompt printing of totals label of level 1.
Press **OK** to validate and pass to the next parameter.

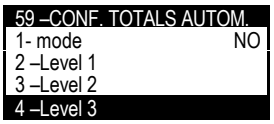
6.9.3. Level 2



Number of labels required to prompt printing of totals label of level 2.
Press **OK** to validate and pass to the next parameter.

6.9.4. Level 3

Number of labels required to prompt printing of totals label of level 3.
Press **OK** to validate and pass to the next parameter.



Press **ESC** to exit to the Configuration Programming.

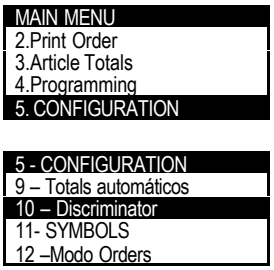
6.10. Weight Discriminator

The weight discriminator controls the minimum and maximum weights accepted by the machine for processing and any package whose weight does not fall within these margins will not be labelled.

MENU

5

↓
10
OK



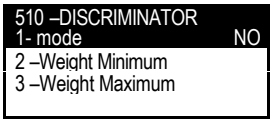
From the initial screen, Press MENU to enter in the main menu, press the key 5 to enter in the Configuration programming and the key ↓ until reach Configuration 10, (it is also possible by pressing the key → to pass to the second screen of the menu and pressing ↓ until reach Configuration 10) Weight Discriminator and pressing the key OK.

6.10.1. Mode

This parameter enables or disables the functioning of the Weight Discriminator. With the key → . is possible to change between YES and NO.
Press OK to validate and pass to the next parameter.

→

OK



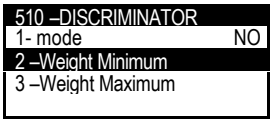
6.10.2. Minimum Weight

Enter min. weight in grammes to be accepted for labelling
Press OK to validate and pass to the next parameter.

6.10.3. Maximum Weight

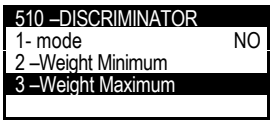
Enter max. weight in grammes to be accepted for labelling.
Press OK to validate and pass to the next parameter.

OK



Press ESC to exit.

OK



6.11. Symbols

The printing and position of symbols of weight, price and amount are programmed in these parameters.

From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **↓** until reach Configuration 11, (it is also possible by pressing the key **➔** to pass to the second screen of the menu and pressing **↓** until reach Configuration 11) Symbols and pressing the key **OK**.

MENU

5

↓
11
OK

```
MAIN MENU
2.Print Order
3.Article Totals
4.Programming
5. CONFIGURATION
```

```
5 - CONFIGURATION
9 – Totals automáticos
10 – Discriminator
11- SYMBOLS
12 –Modo Orders
```

The parameters to be programmed are:

6.11.1. Weight

This parameter allows to select the printing of the symbol of weight. By pressing the key **➔** it is possible to select between printing: YES, NO or printing the symbol BEFORE the data of weight.
Press the key **OK** to program the next parameter.

➔

OK

```
511 –CONF. SYMBOLS
1- Símbolo de Weight
2 – Símbolo de Price      NO
3 –Símbolo de Amount      NO
```

6.11.2. Price

This parameter allows to select the printing of the symbol of price. By pressing the key **➔** it is possible to select between printing: YES, NO or printing the symbol BEFORE the data of price.
Press the key **OK** to program the next parameter.

➔

OK

```
511 –CONF. SYMBOLS
1- Símbolo de Weight
2 – Símbolo de Price      NO
3 –Símbolo de Amount      NO
```

6.11.3. Amount

This parameter allows to select the printing of the symbol of amount. By pressing the key **➔** it is possible to select between printing: YES, NO or printing the symbol BEFORE the data of amount.
Press the key **OK** to program the next parameter.

➔

OK

```
511 –CONF. SYMBOLS
1- Símbolo de Weight
2 – Símbolo de Price      NO
3 –Símbolo de Amount      NO
```

Press **ESC** to exit.

ESC

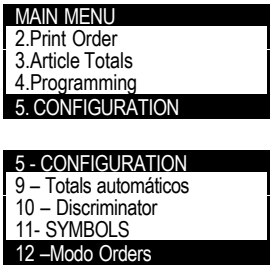
6.12. Orders Mode

An order is considered to refer to a selection of articles for a specific client.
These parameters define the operative for orders labelling.

MENU

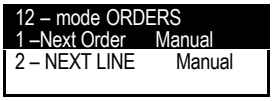
5

↓
12
OK



From the initial screen, Press MENU to enter in the main menu, press the key 5 to enter in the Configuration programming and the key ↓ until reach Configuration 12, (it is also possible by pressing the key → to pass to the second screen of the menu and pressing ↓ until reach Configuration 12) Orders mode and pressing the key OK.

The parameters to be programmed are:



6.12.1. Next order

This parameter defines the way of labelling the articles of an order.

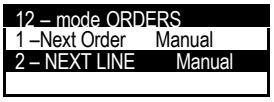
→

With the key → it is possible to select mode MANUAL or AUTOMATIC.

OK

If AUTOMATIC Mode is selected, when an order is being labelled, and the labelling of an article is finished, the labeller will start automatically to label the same article in another order.

Press OK to pass to the next parameter.



6.12.2. Next line

This parameter defines the way of labelling the articles of an order.

→

With the key → it is possible to select mode MANUAL or AUTOMATIC.

OK

If AUTOMATIC Mode is selected, when an order is being labelled, and the labelling of an article is finished, the labeller will start automatically to label the next article of the same order.

ESC

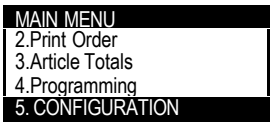
Press OK to pass to the next parameter..
Press ESC to exit the programming.

6.13. PC Communications (513)

The labellers LP-3000 allow the PC connection for programming and sending and reception of data.

From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key ↓ until reach Configuration 13, (it is also possible by pressing the key → to pass to the second screen of the menu and pressing ↓ until reach Configuration 13) PC Communications and pressing the key **OK**.

MENU



5

↓
13

OK

The parameters to be programmed are:

6.13.1. Type of Communication

There are two possible types of communication with PC.
Serial
Ethernet
Use the keys ←,→ to select the type of communication.
Once it is programmed press the key **OK** or the key ↓ to pass to the next parameter.

→

OK

6.13.2. RMS Address

Enter the address of the label using the numeric keyboard. The address is an even number from 0 to 50:
Once it is programmed press the key **OK** or the key ↓ to pass to the next parameter.

OK

6.13.3. Baud Rate

Enter the baudrate.
Use the keys ←,→ to select the right value.
Once it is programmed press the key **OK** or the key ↓ to pass to the next parameter..

→

OK

6.13.4. Data Bits

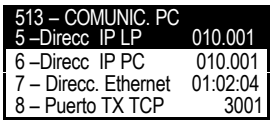
Select the number of data bits (7 or 8).
Use the keys ←,→ to select the right value.
Once it is programmed press the key **OK** or the key ↓ to pass to the next parameter..

→

OK

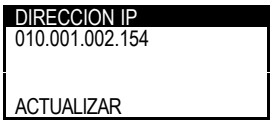
6.13.5. Labeller IP Address

OK



In this parameter it is programmed the IP address of the labeller.
Once the parameter IP address has been selected, press the key **OK**, the labeller will show the screen of IP Address programming.

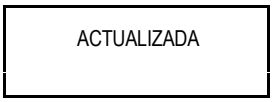
010. **OK**
001. **OK**
002. **OK**
154 **OK**



Enter the IP address in groups of three characters, pressing the key **OK** after the third character.

Ex: 010. **OK** 001. **OK** 002. **OK** 154

D
ACTUALIZAR



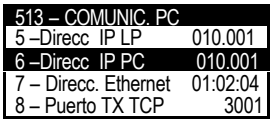
Press the multifunction key **D** UPDATE to record the IP address and return to Menu. The labeller will show the message UPDATED.
Press **OK** to pass to the next parameter.

OK

6.13.6. PC IP Address

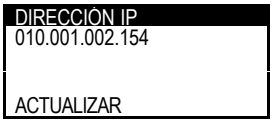
Enter the IP address of the computer where the labeller is connected.
Once the parameter IP address PC has been selected, press the key **OK**, the labeller will show the screen of IP Address PC programming.

OK



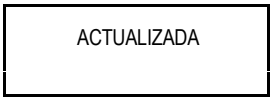
010. **OK**
001. **OK**
002. **OK**
153 **OK**

Enter the IP address of the PC in groups of three characters, pressing the key **OK** after the third character.



Ex: 010. **OK** 001. **OK** 002. **OK** 154

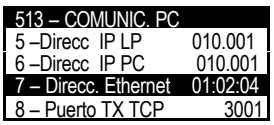
D
ACTUALIZAR



Press the multifunction key **D** UPDATE to record the IP address of the PC and return to Menu. The labeller will show the message UPDATED.
Press **OK** to pass to the next parameter.

OK

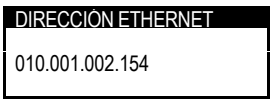
6.13.7. Ethernet Address



The MAC address of the labeller is shown.

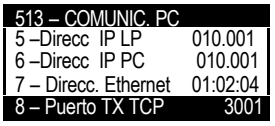
Press **OK** to pass to the next parameter.

OK



6.13.8. Port TX TCP

3001



OK

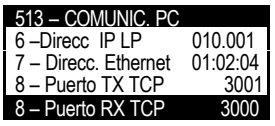
Program the TCP Transmision Port, using the numeric keyboard. The value must be always 3001.

Press **OK** to record and pass to the next parameter.

6.13.9. Port RX TCP

Program the TCP Reception Port, using the numeric keyboard. The value must be always 3000.

3000



OK

Press **OK** to record and pass to the next parameter.

6.14. Peripherals Communication(514)

The labeller LP-3000 can be connected to different peripherals like Indicators or Scanner, to receive the weight or select PLUs.
The communication with the peripherals is RS-232.

MENU

5

↓

14

OK

→

ESC

From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **↓** until reach Configuration 14, (it is also possible by pressing the key **→** to pass to the second screen of the menu and pressing **↓** until reach Configuration 14) Peripherals Communications and pressing the key **OK**.

Use the keys **←**,**→** to select the peripheral to be connected.

Press **ESC** to exit.

The possible peripherals are:

- Any
- Scanner
- Indicator VD
- Indicator VD + Internal
- Scanner Traceability
- Master
- Axiohm 630 series printer

6.14.1. Any.

This is the default value, any peripheral is connected.

6.14.2. Scanner

This mode will be selected to select articles from the scanner.

6.14.2.1. Connection

It is an RS-232 connection. The connector used will be the connector marked as RS232.

The communications cable is the following:

LP3400 (RJ45)			**Scanner (DB9)**
7	RX	———	TX
6	TX	———	RX
8	GND	———	GND

6.14.2.2. Scanner Operative

In normal working position, when a bar code is read by a scanner, a search is made through all those items whose EAN SCANNER CODE corresponds to that which has been read by the scanner. In the case of finding an item whose EAN code corresponds, the information on this item will show up on the screen, just as if you had pressed the key corresponding to its PLU. In the event of not finding any item meeting this condition, wrong code message will appear.

6.14.3. Indicator

The labeller LP3400 can receive the weight from an external indicator. The external indicator can be a DIBAL indicator with TISA protocol. The labeller must be configured in the following way:

6.14.3.1. Connection

The communication is RS-232. The characteristics of the cable are the following.

	LP3400 (RJ45)		Indicator
7	RX	———	TX
6	TX	———	RX
8	GND	———	GND

6.14.3.2. Configuration of the Indicator

It is necesssary to select in the indicator, PC communication. There are two types of PC communication
0.- The indicator sends the weight under request.
1.- The indicator send the weight at each weight conversion.

6.14.3.3. Decimals on the display

If Display communication has been selected in peripherals' communication, the number of decimals shown on the display must be selected.

To do this, go to the peripherals display (**MENU** **5** **14**), and in section **2 – Decimals on Display** enter the number of decimals.

6.14.4. Indicator + Internal Weighing

The LP-3000 can work either receiving the weight from the indicator or receiving the weight from the internal weighing CPU.
To switch from one to another, from the main screen or from the PLU labelling screen, it is necessary to press the key **Q**.

6.14.4.1. Decimals on the display

If Display+Internal communication has been selected in peripherals' communication, the number of decimals shown on the display must be selected.

To do this, go to the peripherals display (**MENU** **5** **14**), and in section **2 – Decimals on Display** enter the number of decimals.

6.14.5. Beef Traceability Scanner

The LP-3000 allows to connect a scanner for beef traceability data reading. If the animal does not exist in the LP-3000, it is created and if it already exists, it is selected for printing.

6.14.6. Master

The total labels are sent to a second LP-3000, which functions as slave.

6.14.7. Axiohm 630 Series Printer

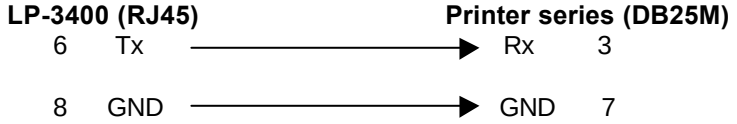
The LP-3000 can be connected to an Axiohm 630 series printer.

After selecting the customer, a heading is automatically printed with the following fields: customer's name, address, town, and present date.

From the item printing display, to each level 1 totals label printed by the machine, there are 2 lines for the name and level 1 accumulated totals for the item.

The order printing display functions similarly, printing a heading with the order name.

Cable characteristics are as follows:



6.14.7.1. Printing of level 1 totals

If the series printer has been selected for peripherals communication, it is possible to choose between the level 1 totals label being printed by the series printer only, or by the series printer and the labelling machine printer head.

To do this, go to the peripherals display (**MENU** **5** **14**), and section **3 – Print Level 1** . Press **➔** to select:

YES for the label to be printed by the series printer and the labelling machine.
NO for the label to be printed by the series printer alone.

6.15. Labels Repetition.

MENU

5

↓
15
OK

→

ESC

```
5 - CONFIGURATION
12 – mode Orders
13 – Comunicaciones PC
14 – Com. Periféricos      No
15 – Repetición LABELs
```

```
515- REPETICIÓN LABEL
1 – LABELs                 00
2 – Totals                 00
```

The LP-3000 allows to repeat article labels and total labels.

From the initial screen, Press **MENU** to enter in the main menu, press the key **5** to enter in the Configuration programming and the key **↓** until reach Configuration 15, (it is also possible by pressing the key **→** to pass to the second screen of the menu and pressing **↓** until reach Configuration 15) Labels Repetition and pressing the key **OK**.

When this parameter is selected, the labeller shows a submenu to select the number of labels that will be printed automaticallyafter printing an article label or a total label.

Press **ESC** to exit.

7. PC Data (6)

Using one of the DIBAL scales' communication programs for working under commonly used operating systems (MS-DOS, MS-WINDOWS, UNIX,...), you can use the PC to do all the tasks related to set-up as well as obtain all the data concerning the transactions carried out by the scales for their subsequent computer processing.

The following are the programs available:

	UTILITY	SCALE TYPE	OPERATING SYSTEM
DIBALCOM	Communications Driver	All	Windows 9X, NT, XP
DIBAL RMS	Scale configuration Store management	All	Windows 9X, NT, XP, Me

When operating, the DIBAL RMS program must always be accompanied by the application DIBALCOM, as the latter provides the computer with the necessary resources to enable the communications port (COM1 or COM2 or COMX) and set up communication with the scale.
From the initial screen, press the key **MENU**, the labeller will show the main menu, then select **6** PC Data.

The labeller will show the menu of sending and reception of data from/to PC.
To pass from an option to another use the keys ↓ to go down and ↑ to go up.
To select an option press **OK** when this option is highlighted.

MENU

6

↑ **↓**

OK

MAIN MENU
3.Article Totals
4.Programming
5. CONFIGURATION
6 –Datos PC

6 – COMUNICACIONES PC
1 –Petición de ficheros
2 – Fin de día
3 – Fin de día YESn borrado
4 –Petición de Start de Día

7.1. Files Request

This operation allows you to send the all the from the computer to the scale by means of a suitable program like **DIBAL RMS**.

To do so:

From the initial screen, Press **MENU** to enter in the main menu, press the key **6** to enter in the PC Data programming, the key **1** to enter in the Files Request.

MENU
6
1
D YES

MAIN MENU
3.Article Totals
4.Programming
5. CONFIGURATION
6 –Datos PC

6 – COMUNICACIONES PC
1 –Petición de ficheros
2 – Fin de día
3 – Fin de día YESn borrado
4 –Petición de Start de Día

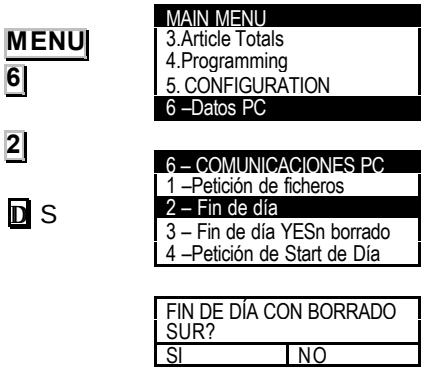
PETICIÓN DE FICHEROS
SUR?
SI | NO

The scale will show in the display the message FILES REQUEST, SUR?.
With the multifuction keys Δ it is possible to select between YES and NO.

Once the operation has been done, press the key **ESC** to leave the programming.

7.2. End of day with deletion

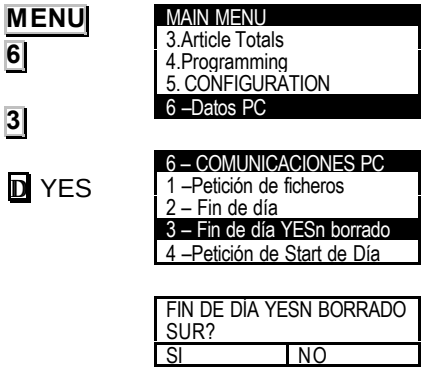
This operation allows you to forward the data stored in the scale to the computer for their subsequent processing by a suitable program like **DIBAL RMS**.
In addition, the totals accumulated in the different memories throughout the day will be cleared to zero.



To do so:
From the initial screen, Press MENU to enter in the main menu, press the key 6 to enter in the PC Data programming, the key 2 to enter in the Send end of day with totals clearance.
The scale will show in the display the message END OF DAY WITH CLEARANCE, SUR?.
With the multifuction keys Δ it is possible to select between YES and NO.
Once the operation has been done, press the key ESC to leave the programming.

7.3. End of day without deletion

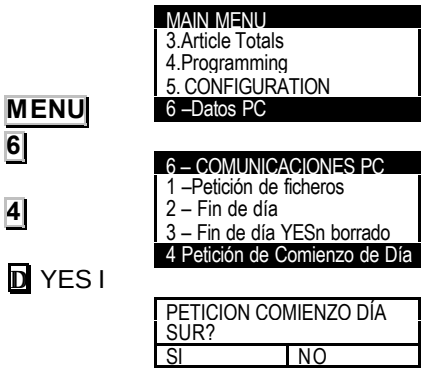
This operation allows you to forward the data stored in the scale to the computer for their subsequent processing by a suitable program like **DIBAL RMS.**
The totals accumulated will NOT be cleared to zero.



From the initial screen, Press MENU to enter in the main menu, press the key 6 to enter in the PC Data programming, the key 3 to enter in the Send end of day with totals clearance.
The scale will show in the display the message END OF DAY WITHOUT CLEARANCE, SUR?.
With the multifuction keys Δ it is possible to select between YES and NO.
Once the operation has been done, press the key ESC to leave the programming.

7.4. Request for day beginning

This operation allows you to send the data on receipt text, the registering of sales assistants, section and department names, etc. from the computer to the scale by means of a suitable program like **DIBAL RMS**.

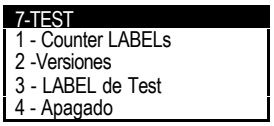


From the initial screen, Press MENU to enter in the main menu, press the key 6 to enter in the PC Data programming, the key 4 to enter in the Send end of day with totals clearance.
The scale will show in the display the message REQUEST START OF DAY, SUR?.
With the multifuction keys Δ it is possible to select between YES and NO.
Once the operation has been done, press the key ESC to leave the programming.

8. TEST (7)

MENU

7



This operative allows to select the Test Mode in the labeller

From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode.

The parameters to be programmed are the following:

8.1. Labels Counter

MENU

7

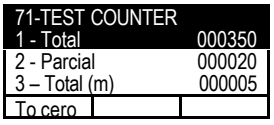
1

This parameters allows to see the total and partial counters of the labels printed.
From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode, then press 1 to select Labels Counter.

The partial counter can be set to zero pressing the multifunction key in the position D "TO ZERO".

To pass from one to another press the keys ¯ - and to exit press the key ESC

8.1.1. Total Counter



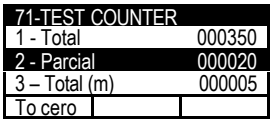
The labeller machine will display the label printed since it was last initiated.

Press ↓ to pass to the partial counter.

8.1.2. Partial Counterl

D TO CERO

↓



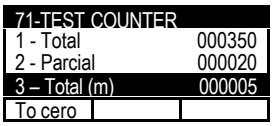
The labeller machine will display the label printed since the last time the partial counter was reset.

The partial counter can be set to zero pressing the multifunction key in the position D "TO ZERO".

Press ↓ to go on to total meter counter.

8.1.3. Total Metre Counter

↓



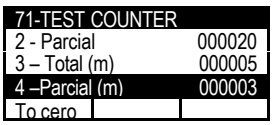
The labeller machine will display the metres of label printed since it was last initiated.

Press ↓ to go on to partial meter counter.

8.1.4. Partial Metre Counter

D TO CERO

↓

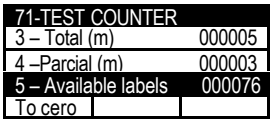


The labeller machine will display the metres of label printed since the last time the partial counter was reset.
The partial label metre counter can be reset by pressing the multifunction key on the partial counter D , marked TO ZERO.

Press ↓ to go on to the number of labels available.

8.1.5. Available labels

ESC



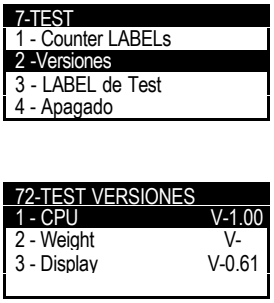
This indicates the number of labels available in the labelling machine, providing the number of labels contained on the roll is inserted when the label roll is changed.
Press ESC to exit to initial Test mode.

8.2. Versions

MENU

7

2



This parameter allows to see the versions of the CPU´s of the labeller.
From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode, then press 2 to select Versions.

The software versions of the different CPU´s are shown:
1 - CPU
2 – Weight
3 – Display

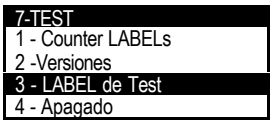
To exit press the key ESC

8.3. Test Label

MENU

7

3



This parameter allows to print a test label to verify the functioning of the labeller and verify the state of the thermal head.
From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode, then press 3 to select Test Label, the labeller will print the test label. Pressing the key OK it is possible to print more test labels.

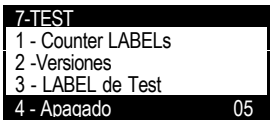
Press ↵ to pass to the next parameter or press ESC to exit.

8.4. Switch Off

MENU

7

4



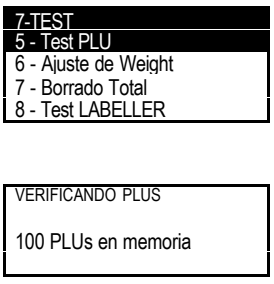
This parameter allows to program an automatic switch-off of the labeller when there is not operation on the labeller during the time in minutes programmed.
From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode, then press 4 to select Switch Off, and enter with the numeric keyboard the time in minutes for automatic switch-off, press
Press ↵ or OK to pass to the next parameter or press ESC to exit.

8.5. Articles Test

MENU

7

5



This parameter allows to make a test of the articles programmed in the labeller.
From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode, then press 5 to select Articles Test. The labeller will show a message: TESTING ARTICLES, XX ARTICLES IN MEMORY.

Press OK.
Press ↵ to pass to the next parameter or press ESC to exit.

8.6. Weight Adjust

This parameter allows to see the weight adjust data and make a weight adjust.

From the initial screen, Press **MENU** to enter in the main menu, press the key **7** to enter in Test Mode, then press **6** to select Weight Adjust.

The scale will show the data of weight, autotare and internal divisions.

MENU

7

6

```
7-TEST
5 - Test PLU
6 - Ajuste de Weight
7 - Borrado Total
8 - Test LABELLER
```

```
76-AJUSTE DE WEIGHT
1 - Weight kg
2 - Autotare          05084
3 - Divisiones        05084
Datos Ajuste
```

D DATOS AJUSTE

It is possible also to show the internal weight adjust data of the labeller by pressing the multifunction key **D** ADJUST DATA. To return to the screen of weight adjust, press **OK**.

The procedure for weight adjust is the following:

```
76A-DATOS AJUSTE
1 - AJUSTE WEIGHT
2 - AJUSTE CERO       000000
3 - LIMITE CERO       12000
4 - LECTURA FONDO     077923
5 - LECTURA CERO      000389
```

MENU

7

6

With the labeller in the position of Weight Adjust, press the adjust button placed on the weighing CPU.

```
76-AJUSTE DE WEIGHT
1 - Weight kg
2 - Autotare          05084
3 - Divisiones        05084
Datos Ajuste
```

The labeller will show the following messages, to pass from one to another press **OK** or **🡻**.

8.6.1. Latitude

OK

It must be entered the latitude in degrees of the place where the labeller is installed. Press **OK**

```
76-AJUSTE DE WEIGHT
1 - Latitud           00
2 - Altitud         0000
3 – Type de Célula     0
4 – Divisiones 1   00000
Ajuste
```

8.6.2. Altitude

OK

It must be entered the altitude in meters of the place where the labeller is installed. Press **OK**

```
76-AJUSTE DE WEIGHT
1 - Latitud           00
2 - Altitud           20
3 – Type de Célula     0
4 – Divisiones 1   00000
Ajuste
```

8.6.3. Type of LoadCell

OK

The type of load cell must be programmed as:
0 For models muli-interval.
1 For models multi-range.
Once the value has been entered press **OK**

```
76-AJUSTE DE WEIGHT
1 - Latitud           00
2 - Altitud         0000
3 – Type de Célula     0
4 – Divisiones 1   00000
Ajuste
```

8.6.4. Divisions 1

OK

Divisions of the load cell corresponding to range 1, in case of monointerval these will be the only divisions programmed.

Once the value has been entered press **OK**

```
76-AJUSTE DE WEIGHT
1 - Latitud           00
2 - Altitud         0000
3 – Type de Célula     0
4 – Divisiones 1   03000
Ajuste
```

8.6.5. Step 1

Step of the load cell corresponding to range 1, in case of monointerval this will be the only step programmed.

🡺

Select the value with the key **🡺**

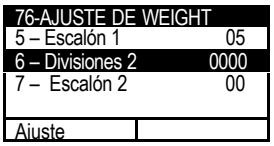
```
76-AJUSTE DE WEIGHT
5 – Escalón 1         05
6 – Divisiones 2    0000
7 – Escalón 2         00
Ajuste
```

Step	1	2	5	10	20	50	100	200	500

OK

Once the value has been entered press **OK**

8.6.6. Divisions 2

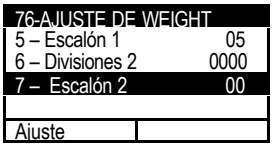


OK

This parameter will only be programmed for multi-interval equipment.
Divisions of the load cell corresponding to range 2.
Once the value has been entered press OK

8.6.7. Step 2

This parameter will only be programmed for multi-interval equipment.
Step of the load cell corresponding to range 2.



➔

Select the value with the key ➔

Escalón	1	2	5	10	20	50	100	200	500

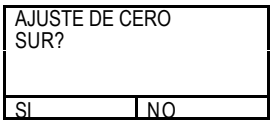
Once the value has been entered press OK

OK

8.6.8. Weight Calibration

Once all the values have been programmed, press the multifunction key D marked as ADJUST.Una vez programados los valores

D AJUSTE



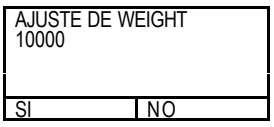
D YES

The labeller will show a message ZERO ADJUST, remove all the weights placed on the platform. Press the multifunction D key marked as YES, the display will show during several seconds a blinking message ZERO ADJUST.

Once the zero adjust has been done, the labeller will show a default value for weight according to the range selected.

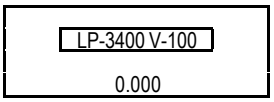
This value can be modified using the numeric keyboard.

Place calibrated weights on the weighing platform, with exactly the same weight shown in the display and wait several seconds for having this weight stable.

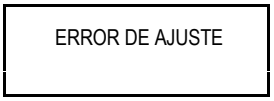


D YES

The labeller will show a message WEIGHT ADJUST, remove all the weights placed on the platform. Press the key OK to start the weight adjust , the display will show during several seconds a blinking message WEIGHT ADJUST.



Once the weight adjust has been performed, the scale will return to the initial test YEStuation.



In an error occurs during the adjust, the labeller will show a message ADJUST ERROR. To remove this error, press again the adjust button and restart the weight adjust procedure.

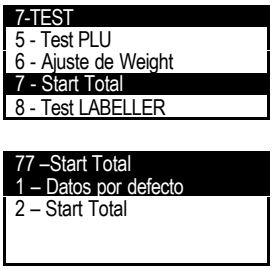
Press ¯ to pass to the next parameter or press ESC to exit.

8.7. Total Deletion

MENU

7

7



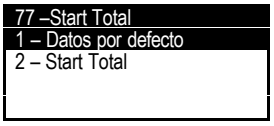
This parameter allows to make an initialisation (total deletion) of the labeller or a setting of the data to the default values.

From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode, then press 7 to select Initialisation.

There are two possibilities:

8.7.1. Default Data

MENU
7
7
1

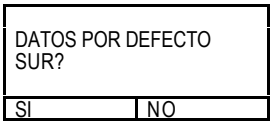


The programmable data of the labeller will be set to their default values.

From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode, then press 7 to select Initialisation, select 1 Default Data.

The scale will show a message DEFAULT DATA, SUR?.

D YES

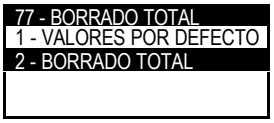


By pressing the multifunction key YES, the programmable data of the scale will be set to the default values. The scale will show a blinking message DEFAULT VALUES.

Press ↵ to pass to the next parameter or press ESC to exit.

8.7.2. Total Deletion of the labeller

MENU
7
7
2

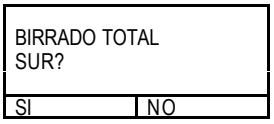


All the programmable dataon the labeller will be deleted.

From the initial screen, Press MENU to enter in the main menu, press the key 7 to enter in Test Mode, then press 7 to select Initialisation, select 2 Total Deletion.

The scale will show a message TOTAL DELETION, SUR?.

D YES



By pressing the multifunction key YES, the programmable data of the scale will be set to the default values. The scale will show a blinking message TOTAL DELETION.

Press ↵ to pass to the next parameter or press ESC to exit.

ESC

After a total deletion it is necessary to create again all the PLU´s, label formats, headers, etc...

8.8. Machine test

This paragraph allows to make a test of the labeller functioning.

MENU
7
8

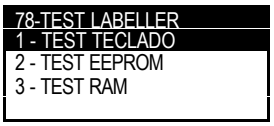
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.

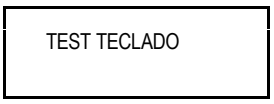
The parameters to be programmed are:

8.8.1. Keyboard Test

It is possible to make a keyboard test.

MENU
7
8
1
ESC
ESC



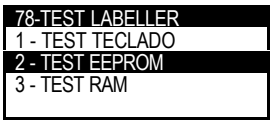


From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **1** Keyboard Test.
When a key is pressed, its function is shown in the display.
Press **ESC** to finish the keyboard.
Press **ESC** to exit Test.

La LABELLER mostrará un mensaje, TEST DE TECLADO, y al pulsar cada una de las teclas, se mostrará su indicación en el display.
Pulsar **ESC** para finalizar el test de teclado.
Pulsar **ESC** de nuevo para salir de Test.

8.8.2. EEPROM Test

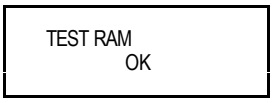
MENU
7
8
2
ESC



It is possible to make a functional test of the EEPROM Memory.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **2** EEPROM Test..
The labeller will show a message OK if the test is OK or error if there is a problem.
Press **ESC** to exit Test.

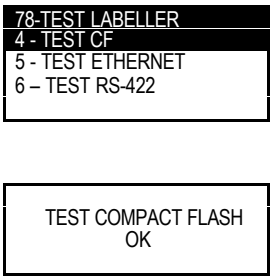
8.8.3. RAM Test

MENU
7
8
3
ESC



It is possible to make a functional test of the RAM Memoy.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **3** RAM Test.
The labeller will show a message OK if the test is OK or error if there is a problem.
Press **ESC** to exit Test.

8.8.4. COMPACT FLASH Test

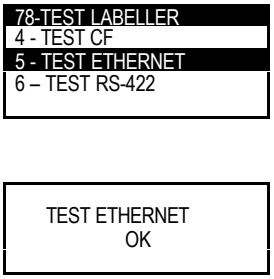


MENU
7
8
4

It is possible to make a functional test of the COMPACT FLASH.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **4** COMPACT FLASH Test.
The labeller will show a message OK if the test is OK or error if there is a problem.
Press **ESC** to exit Test.

ESC

8.8.5. ETHERNET Test



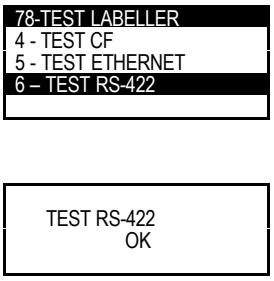
MENU
7
8
5

It is possible to make a test of the Ethernet Communications Channel.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **5** ETHERNET Test..
It is necessary to make a junction between the pins of the Ethernet connector.)
Once the test is finished the labeller will show a message OK or ERROR..

Press **ESC** to exit Test.

ESC

8.8.6. RS-422 Test



MENU
7
8
6

It is possible to make a test of the RS-422 Communications Channel.
From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Select **6** RS-422 Test..
It is necessary to make a junction between the pins of the RS-422connector.)
Once the test is finished the labeller will show a message OK or ERROR..

Press **ESC** to exit Test.

ESC

8.8.7. RS-232 Test

It is possible to make a test of the RS-232 Communications Channel.

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.

Select **7** RS-232 Test..

It is necessary to make a junction between the pins of the RS-232 connector.)

Once the test is finished the labeller will show a message OK or ERROR..

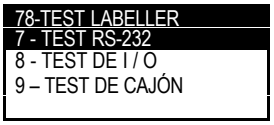
Press **ESC** to exit Test.

MENU

7

8

7



ESC

8.8.8. Inputs/Outputs Test

The labeller LP-3000 allows to make a functional test of the inputs outputs.

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.

Select **8** INPUTS/OUTPUTS Test.

It is necessary to make a junction between the pins of the I/O connector.)

Once the test is finished the labeller will show a message OK or ERROR..

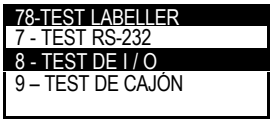
Press **ESC** to exit Test.

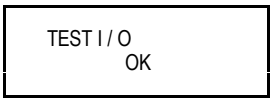
MENU

7

8

8





ESC

8.8.9. Cash Drawer Test

The labeller allows to make a test of the 24V output.

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.

Select **9** Cash Drawer Test..

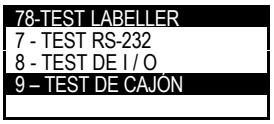
Press **ESC** to exit Test.

MENU

7

8

9



ESC

8.8.10. ADC Test

The LP-3000 allows to make a test of the printing elements.

MENU
7
8
↓
10

78-TEST LABELLER
9 - TEST CAJON
10 - TEST ADC
11 - TEST MOTORES

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Press **↓** until reach 10 ADC Test, and press **OK**
It will be shown the data of:

- Thermal head Temperature.
- Ribbon Detection.
- Detection of exit label
- Detection of paper (label or back paper)

ESC

TEST ADC
TEMP. CABEZA = 242
RIBBON = 255
SALIDA = 000
PAPER = 225

Press **ESC** to exit. Test

8.8.11. Motors Test

MENU
7
8
3

From the main screen press **MENU** to enter in programming mode, select **7** Test and press **8** to select Labeller Test.
Press **↓** until reach 11 Motors test, press **OK**.

MENU
7
8
11

78-TEST LABELLER
9 - TEST CAJON
10 - ADC TEST
11 - TEST MOTORES

It is possible to test the motors of :

- Printing,
- Paper roller
- Ribbon.

Use the keys **↓** **↑** to highlight the motor and y press **→** to switch between YES and NO (YES= Motor ON, NO= Motor OFF):

783-TEST MOTORES
1 - Motor Printer NO
2 - Motor Roller NO
3 - Motor Ribbon NO

9. Clients Totals

This parameter allows to select the client which totals will be shown in the display or printed.

10. Selection of Clients

This parameter allows to select the client used to work in client mode, so all the articles labelled will be accumulated to this client.

11. ANNEX

11.1. Change of paper roll in the labeller

Open the YESde door of the labeller.

Once the door is open, turn the lever (1) anti-clockwise, to release the paper.

Remove the clip (2) which holds the remaining back paper, placed in the roller

Remove the remaining back paper.

Release the lever (3) which holds the paper roll and remove the empty roll.

Place the new roll of paper and hold it with the lever (3)

Remove several labels from the befinning of the roll.

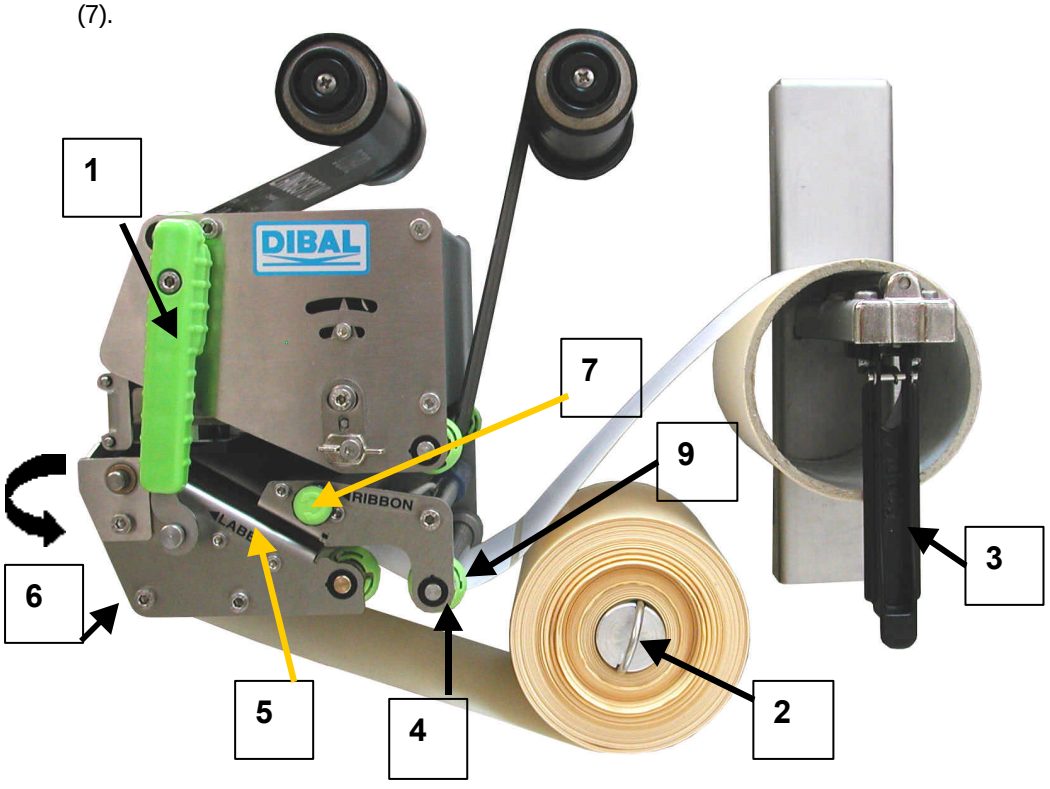
Pass the paper under the roller (4), through the slot marked as LABEL(5).

Pass the paper through the low YESde (6) until reach the picker and hold it with the clip(2), turn the clip manually until extract the first label.

Adjust the horizontal position of the label to avoid the mouvementby means of the element (9)

Turn the green lever (1) eclockwise to hold the paper.

Depending of the type of label ,adjust the position of the paper detector by turning the green knob (7).



11.2. Change of Ribbon (Models with Transfer)

Open the YESde door of the labeller.

Once the door is open, turn the lever (1) anti-clockwise, to release the ribbon..

Remove the ribbon roll (2)

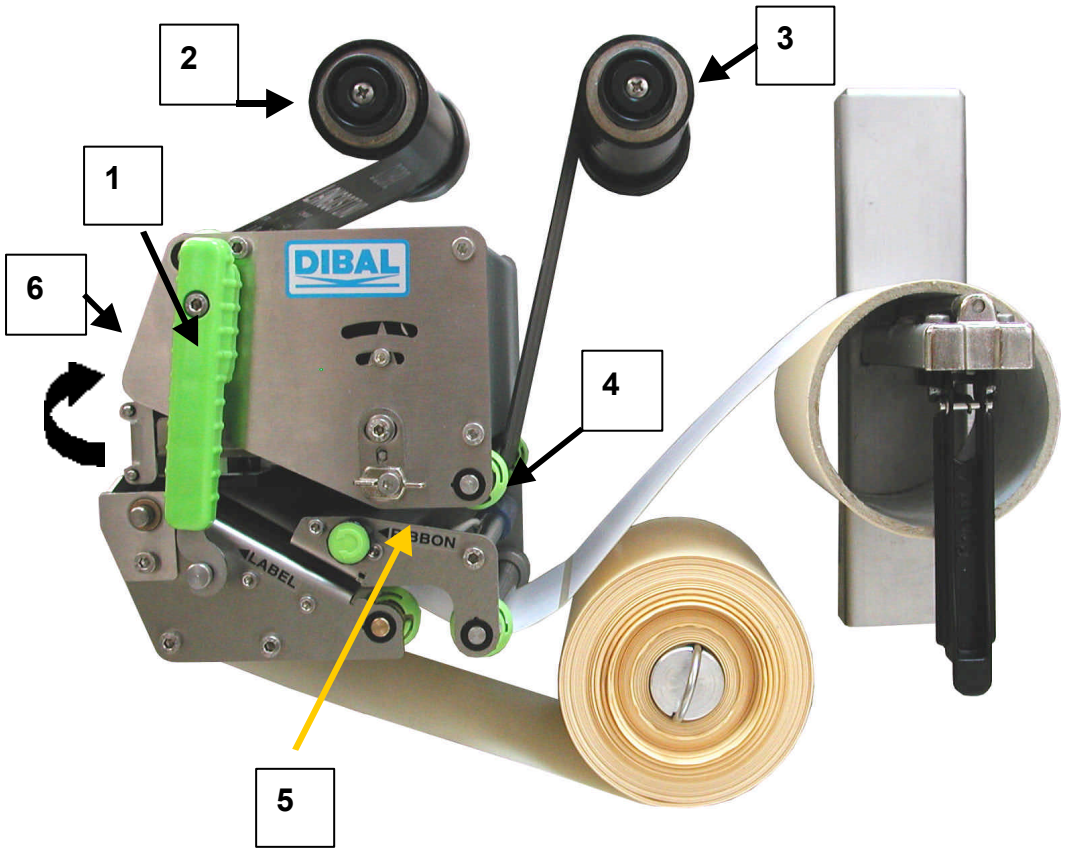
Place the new ribbon roll in its holder (3).

Pass the ribbon under the roller (4), through the slot marked as RIBBON(5).

Pass the paper through the upper YESde (6), over the roller (7) until reach the ribbon roller.

Fix the ribbon with its adhesive in the ribbon roller(2)

Turn the green lever (1) clockwise to hold the paper.

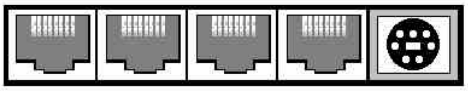


11.3. Connectors

The connectors of the labeller are the following:

11.3.1. Communications

The communication connectors are the following:



ETHERNET	Connector marked as ETHERNET ETHERNET Communication
RS 232	Connector marked as: RS-232 Telecharge Connection to Peripherals
	Connector marked as: PC Connection PC RS-422 Masters Network
MODEM	Connector marked as: Scale/Modem Connection to Modem Head Master to PC (232)
	Connector marked as: Cash Drawer Cash Drawer

11.3.2. Inputs/Outputs and Console

The labeller has two connectors of Inputs(Outputs and a connector for the console.

Inputs

Outputs

Consola

11.3.3. Load Cell (models with weighing)

1	IN +
2	SENSE +
3	OUT +
4	OUT -
5	SENSE -
6	IN -
7	MALLA

11.4. TROUBLESHOOTING

***DIBAL* LP-3000** labelling machines carry out a test to check for anomalies when switched on.

The error messages the labelling machine emits on coming across a problem will tell you its cause.

Below is a list of the more frequent problems and error messages as well as how to tackle the said problems.

11.4.1.10.7.1 Problems with weight

The following problem error messages may arise with regard to weighing:

ZERO ERROR

- Ensure the weighing dish is free.
- Ensure no object is in contact with the dish.

NEGATIVE WEIGHT

- Restart the machine, while ensuring the weighing platform is empty.

THE LP-3000 BLOCKS

- Switch the labelling machine with the platform off and then on again.

THE LP-3000 DOES NOT WEIGH CORRECTLY

- Check the dish, and turn the labelling machine off and on again.
- Make sure the platform is not in contact with anything.

THERE IS NO WEIGHT ON THE DISH AND YET THE WEIGHT VALUE IS NOT ZERO

- Press the reset key
- Make sure the platform is not in contact with anything.

11.4.2. Communication errors

The main problems and error messages referring to communication are as follows:

COMMUNICATIONS ERROR

- Check the communication cables are properly connected.

THE LP-3000 DOES NOT COMMUNICATE WITH the ORDENADOR

- Check the connections in the LP-3000 and the junction boxes.
- Check the set-up and MASTER address
- Check the type of communication(Serial or Ethernet)
- Check the communications parameters
- Check the Ethernet setings.

11.4.3. Problems with items

The following error messages and problems can arise in relation to the programming and use of PLU's:

THE ITEM DOES NOT DISPLAY

- The direct key pressed was not programmed with any particular P.L.U.

THE AMOUNT IN EURO DOES NOT DISPLAY

- Check the current stage of the euro.

11.4.4. Printing problems

The following problems and error messages may arise in relation to the printing of receipts and self-adhesive labels:

THE QUALITY OF THE PRINTING IS NOT UP TO STANDARD

- Adjust the parameters for contrast in the printer.
- Wipe the thermal head with a dry cloth.

THE LABEL IS NOT PRINTED

- Register the sales assistants.
- Check that the selected item is registered.
- Check that the labelling machine is correctly set-up.
- Check that the thermal YESde of the paper is in contact with the head and not the other way around.
- Check that the thermal head is in contact with the paper.
- Check that the ribbon is properly placed.

THE LABEL IS NOT PRINTED IN THE REQUIRED FORMAT

- Check the label format and YESze
- Check the overall format of the label

THE EURO FIELD IS EITHER INCORRECT OR FAILS TO APPEAR

- Check the current stage of the EURO.

PAPER ERROR

- Change the paper reel.
- Modify the position of the Optocoupler.

11.5. ADVICE FOR MAINTENANCE & CARE OF THE LP-3000

Following this advice will help keep your labelling machine in perfect condition and ensure maximum performance and durability.

1. Never place weights in excess of that of the maximum range on the platform.

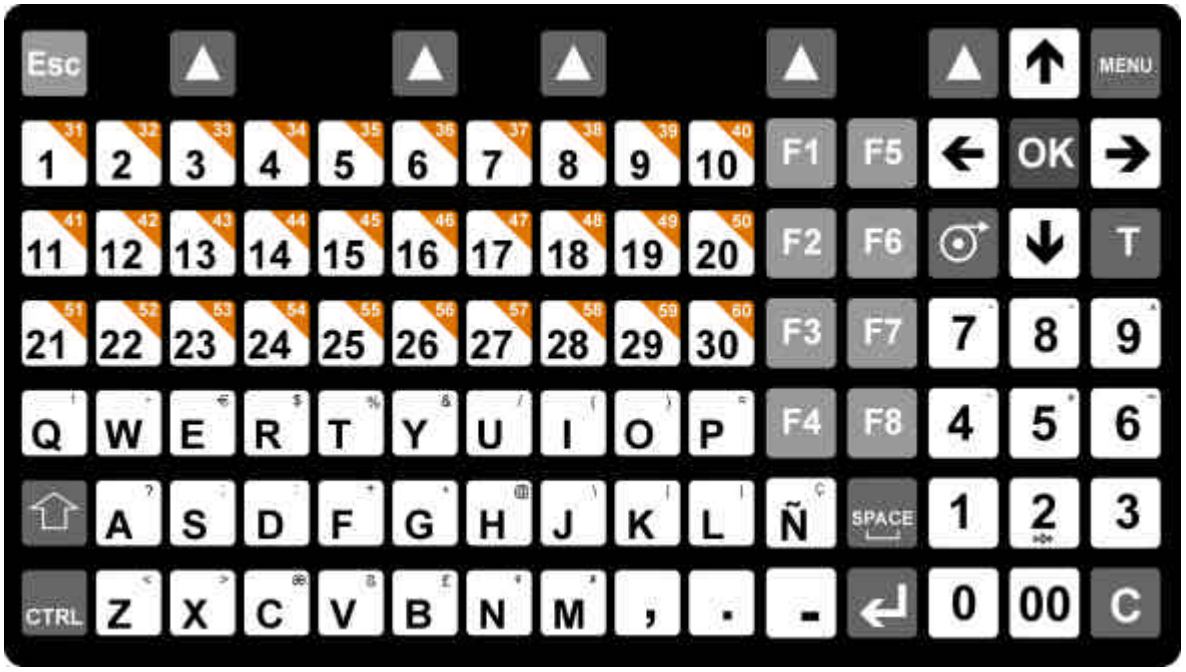
2. Ensure any product weighing in excess of one YESxth of that of the scale maximum setting is placed gently on the weighing platform.

3. Do not subject the platform to lateral stress.

4. Always keep the keyboard and platform clean. **Never use water** to clean the LP-3000's different parts. Use a dry cloth (or an adequate cleaning agent).

5. Do not handle the labelling machine's printer while the former is switched on.

11.6. KEYBOARD DESCRIPTION



11.7. STANDARD INGREDIENTS CODES.

0000 ACETIC ACID
0001 ACID CALCIUM PHOSPHATE
0002 ACID SODIUM
0003 ACIDIFIER
0004 ACIDIFIERS
0005 ACIDIFIERS:
0006 ACIDITY REGULATOR
0007 ACIDS
0008 ACIDULANTS
0009 ADDITIVES
0010 ADDITIVES:
0011 AGLUTINANT
0012 AGLUTINANTS:
0013 ALBUMIN
0014 ALCOHOL
0015 ALKALINIZER
0016 ALKALINIZERS
0017 ALKALINZERS:
0018 ALMONDS
0019 AMMONIA BICARBONATE
0020 AMMONIUM CARBONATE
0021 ANCHOVIES
0022 ANIMAL FAT
0023 ANIMAL FATS
0024 ANIMAL FATS:
0025 ANIMAL PROTEIN
0026 ANISEED
0027 ANISEED SPIRITS
0028 ANTIAGLUTINANTS
0029 ANTIAGLUTINANTS:
0030 ANTIAGLUTINENT
0031 ANTICOAGULANT
0032 ANTICOAGULANTS
0033 ANTICOAGULANTS:
0034 ANTIOXIDANT
0035 ANTIOXIDANTS:
0036 APPLE
0037 APPLE EXTRACT
0038 APPLES
0039 APRICOTS
0040 AROMAS
0041 AROMATIC AGENTS
0042 AROMATIC AGENTS:
0043 ARTICHOKES
0044 ARTIFICIAL
0045 ARTIFICIAL AROMA
0046 ARTIFICIAL AROMAS
0047 ARTIFICIAL AROMAS:
0048 ARTIFICIAL SWEETENER
0049 ARTIFICIAL SWEETENERS
0050 ARTIFICIAL SWEETENERS:
0051 ARTIFICIALS
0052 ASCORBIC ACID
0053 ASPARAGUS
0054 ASPARAGUS STEMS
0055 AUBERGINES
0200 BACON
0201 BANANA
0202 BANANAS
0203 BARLEY
0204 BARLEY GERM
0205 BATTER
0206 BAY LEAF
0207 BEANS
0208 BEANS:
0209 BECHAMEL SAUCE
0210 BEEF
0211 BEEF DRIPPING
0212 BEEF & ONION SEASONING
0213 BEEF / LAMB`S FAT
0214 BEER
0215 BEETROOT
0216 BELLY
0217 BICARBONATE
0218 BISCUIT
0219 BISCUITS
0220 BLACK PEPPER
0221 BLACK PUDDING
0222 BLACKBERRIES
0223 BLACKBERRY EXTRACT
0224 BLOOD
0225 BOILED EGG
0226 BRAN
0227 BRANDY
0228 BRAZIL NUTS
0229 BREAD
0230 BREADCRUMBS
0231 BROAD BEANS
0232 BROWN BREAD
0233 BROWN SUGAR
0234 BUTTER
0235 BEST BEFORE
0300 CABBAGE
0301 CAFFEINE
0302 CAKE
0303 CALCIUM
0304 CALCIUM CARBONATE
0305 CAMOMILE TEA
0306 CANE SUGAR
0307 CAPSANTHIN
0308 CARAMEL
0309 CARBONATES
0310 CARBONIC WATER
0311 CAROB BEANS
0312 CARROT
0313 CARROT JUICE
0314 CARROTS
0315 CASEIN
0316 CASEINATES
0317 CAULIFLOWER
0318 CELERY
0319 CELLULOSE
0320 CEREAL
0321 CEREALS
0322 CHEDDAR CHEESE
0323 CHEESE
0324 CHERRIES
0325 CHERRY
0326 CHESTNUTS
0327 CHICK PEAS
0328 CHICKEN
0329 CHICKEN BREAST
0330 CHICKEN LIVER
0331 CHILLI BEANS
0332 CHILLI POWDER
0333 CHILLIES
0334 CHIVES
0335 CHLORIDE
0336 CHOCOLATE
0337 CHOCOLATE GLACE
0338 CHOCOLATE SUBSTITUTE
0339 CIDER
0340 CINNAMON
0341 CITRIC ACID
0342 COCHINEAL
0343 COCKLE
0344 COCOA
0345 COCONUT
0346 COFFEE
0347 COGNAC
0348 COLOMBIA
0349 COLOUR
0350 COLOURANTS
0351 COMPOSITION
0352 CONCENTRATE
0353 CONDIMENTS
0354 CONFITURE
0355 CONSERVANTS
0356 CONSERVATOR
0357 CONSERVATORS
0358 CONSERVATORS:
0359 CONTAINS
0360 CORIANDER
0361 CORN
0362 CORN GERM
0363 CORN OIL
0364 CORNFLOUR
0365 CORNSTARCH
0366 COTTAGE CHEESE
0367 COURGETTE
0368 COW`S MILK
0369 CRAB
0370 CREAM
0371 CREAM CHEESE
0372 CRUMB
0373 CUCUMBER
0374 CUMIN
0375 CURCUMIN
0376 CURED CHEESE
0377 CURRANTS
0378 CUSTARD
0500 DAMSONS
0501 DATES
0502 DEHYDRATED EGG
0503 DEXTROSE
0504 DILL
0505 DOUGH
0506 DRIED GLUCOSE SYRUP
0507 DRIED PEPPER
0508 DRIED PRUNES
0509 DRIED SKIMMED MILK
0510 DRIED SMOKED SALMON
0511 DRIED SOY SAUCE
0512 DRIED TOMATO
0513 DUCK
0514 DUCK`S BREAST
0515 DUCK`S LIVER
0600 EDIBLE FATS
0601 EELS
0602 EGG
0603 EGG WHITE
0604 EGG YOLK
0605 EGG YOLKS
0606 EGGS
0607 EMULGENTS
0608 EMULGENTS:
0609 EMULSIFIER (E-466)
0610 ENHANCED AROMA
0611 ENHANCED AROMAS
0612 ENHANCED AROMAS:
0613 ENZYMES BRINE
0614 ENZYMES:
0615 ESSENCE
0616 E-100
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Copia conforme al manual depositado en el organismo notificado Nº 317
La información contenida en este manual puede ser modificada por el fabricante YESn previo aviso.

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